

ISSUE NO.  
**256**  
JUNE  
JUL/AUG PRE-ORDER



# WarLock

TILES

## A YEAR LATER



### IN THIS ISSUE:

- TAKE A DEEP DIVE INTO THE ART AND DESIGN OF *THE NIGHT CAGE* FROM SMIRK & DAGGER GAMES!
- THE STARJAMMERS TAKE CENTER STAGE IN AN EXCLUSIVE SNEAK PEEK FROM MARVEL *HEROCLIX: X-MEN - RISE AND FALL*!



WIZKIDS™

AVAILABLE JUNE 2021!

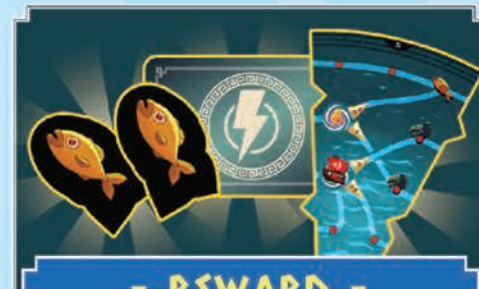


# Greece Lightning



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## COVER STORY



### WarLock Tiles: A Year Later

We catch up with WizKids one year later as they examine the evolution of their customizable, modular terrain as well as look ahead at exciting new additions to come!

by WizKids/NECA

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by WizKids/NECA

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# NEW FROM PAIZO



## BESTIARY 3 PAWN COLLECTION

Complete the triple threat of monster pawns with this collection of 300+ monsters such as dragons, clockworks, demons, devils, hags, titans, and more!

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## STARFINDER FLIP-MAT: CRASHED STARSHIP

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**FREE RPG DAY IS  
OCTOBER 16, 2021**



**AT YOUR LOCAL  
GAME STORE!**

Announcements and retailer sign-ups at  
**[FreeRPGLDay.com](https://FreeRPGLDay.com)**



### Greetings Dear Readers!

Welcome to your June issue of *Game Trade Magazine*. We've got a LOT of exciting content for you this month so it's best to jump right in!

Gaming Days, the incredible team behind Free RPG Day, discuss how the program came to be as well as share their thoughts on how this year is shaping up. Be sure to check in with your FLGS and see if they will be participating in Free RPG Day on 16 October!

And speaking of RPGs, immerse yourself in fantasy environments with everything from customizable interlocking terrain to unique pieces complete with LED Lighting with *Warlock Tiles*! One year after release, the team at WizKids takes a look at what's available in this innovative accessories line, as well as discusses their upcoming caverns terrain in this month's cover article.

And speaking of underground challenges, Chris Chan offers us a behind-the-scenes look at the thought and effort that went into the art of Smirk & Dagger's *The Night Cage*. Abstract imagery and foreboding art await you in the existential terror of the dark!

Of course, if you prefer your adventures to be a bit more colorful, well — be sure to check out the exclusive preview article for *X-Men: Rise and Fall*, also from WizKids. The fan-favorite space-pirates, the Starjammers, take center stage in this article but you can be sure there's more to come in the latest expansion for *Marvel HeroClix*.

That's not all — we've got all the other news, previews and reviews you've come to expect from the ol' GTM Bullpen. Things are definitely picking up speed as we begin to look at the back half of 2021!

In parting, I'd like to say that while our June traditionally issue kicks off the summer convention season, we realize we won't see many of you anytime soon, but we hope you and yours are still enjoying fellowship and games safely.

In that spirit, I'd like to wish a very happy birthday to a sometimes-nemesis, sometimes-partner-in-crime: my sister — without whom many an adventure would not have been the same — happy birthday sis!

Game on everyone,

-JG



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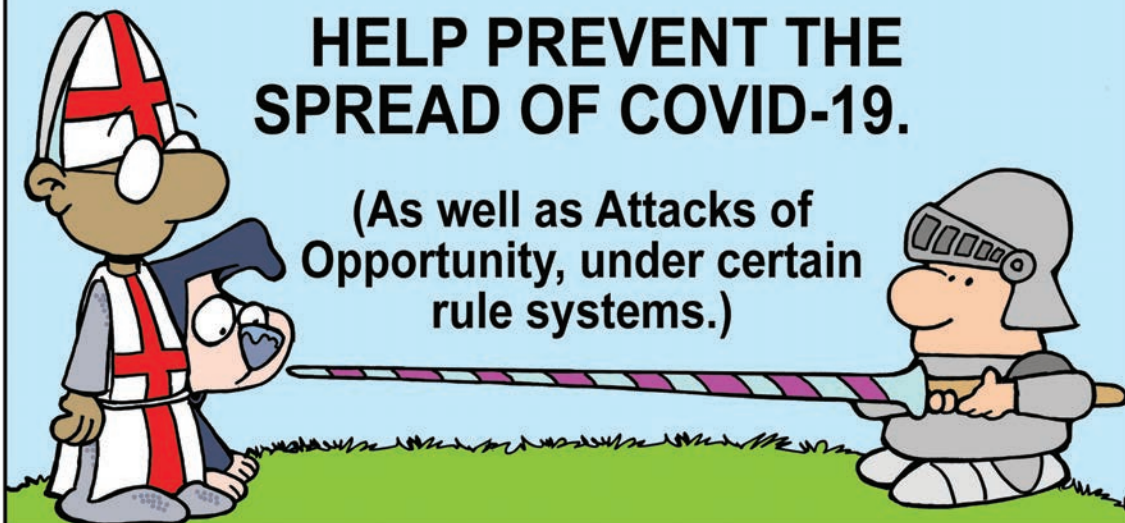
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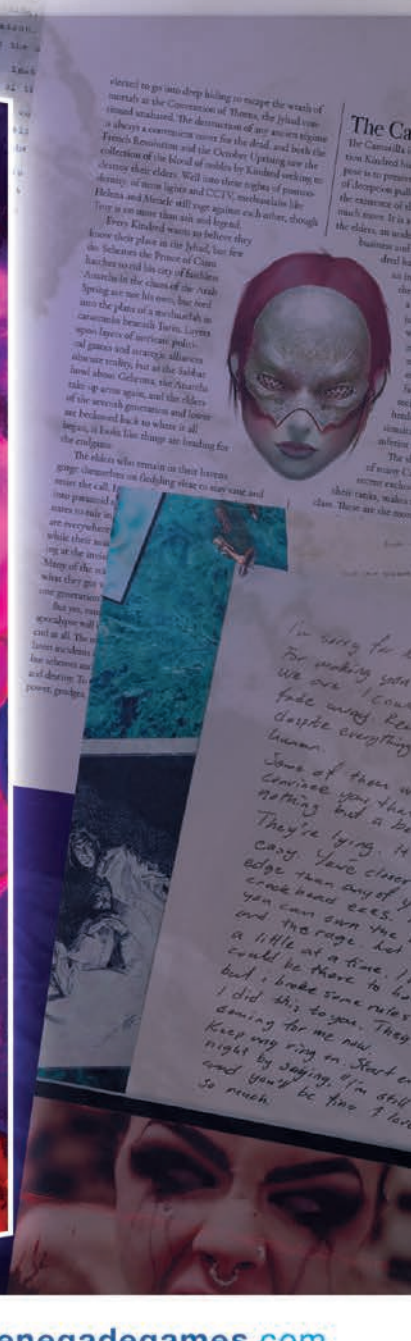
## HELP PREVENT THE SPREAD OF COVID-19.

(As well as Attacks of Opportunity, under certain rule systems.)



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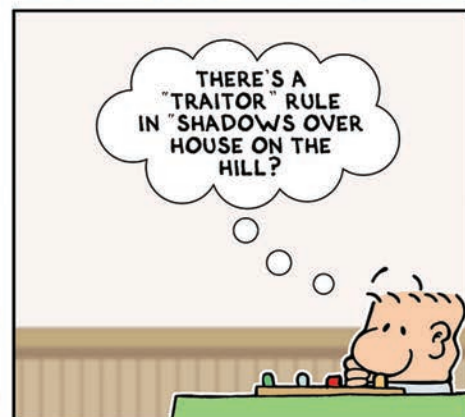
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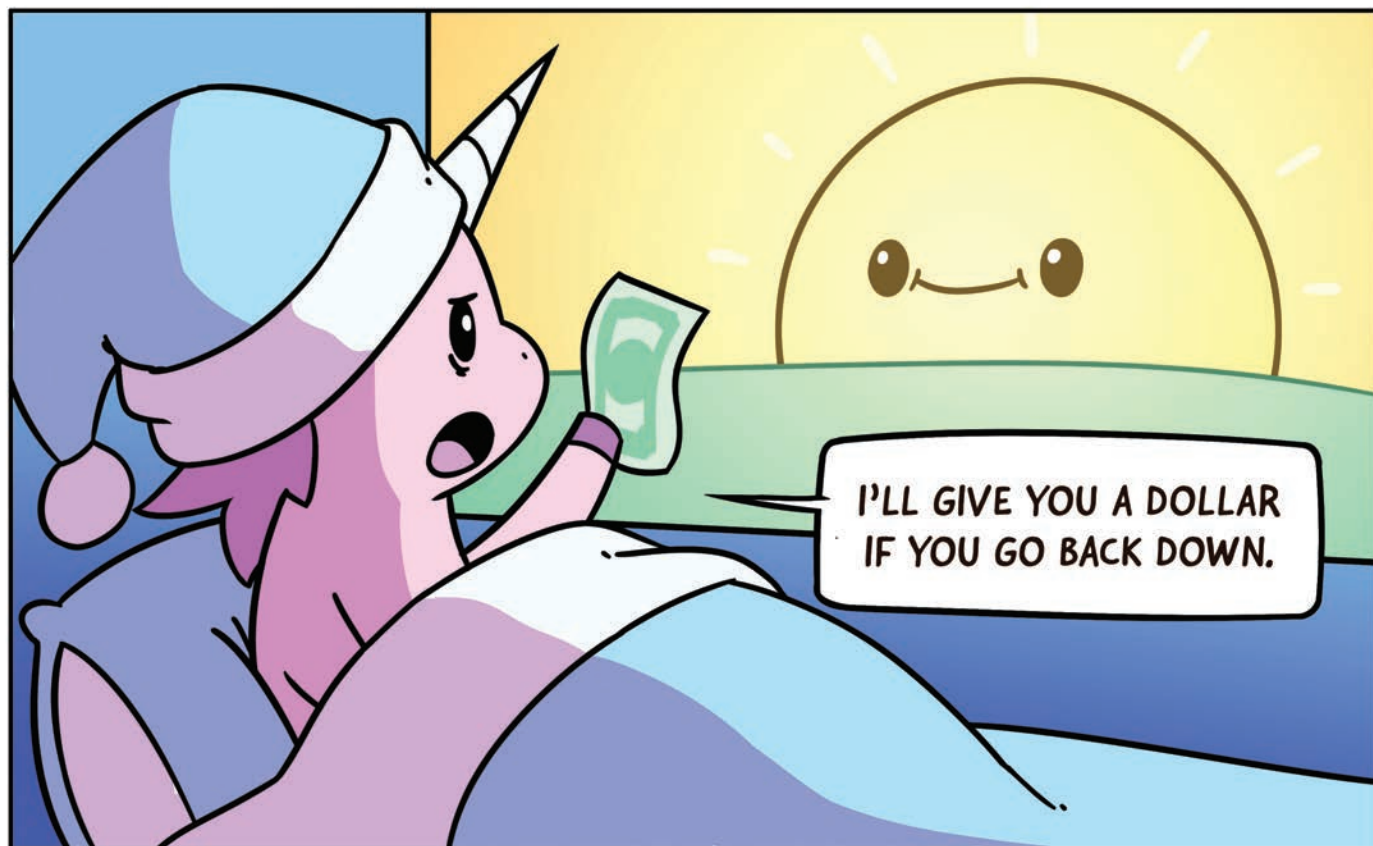
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# WW84

WONDER WOMAN 

## CARD GAME

**A new era of wonder begins!** Based on the long-awaited movie **Wonder Woman™ 1984**, this fast-paced card game lets up to four players take on the role of the Amazon princess as she fights off villains and saves innocent citizens.

In **Wonder Woman™ 1984 Card Game**, each player has a deck comprised of cards with four different Actions—**Block, Lasso, Sprint, and Punch**—that they utilize to defeat the lineup of Enemies. Play your cards right to gain Rewards in the form of rescued Civilians. Save the most Civilians to win!

- Based on the movie **Wonder Woman™ 1984**
- Easy-to-learn, fast-paced card game
- All players play as Wonder Woman
- Imagery from the movie

MSRP \$19.99

**NOW AVAILABLE**



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DC Comics and Warner Bros. Entertainment Inc.  
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or MAY.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**EXCLUSIVES:** While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**

**MY CITY**  
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 18 different episodes, beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players' choices and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for regular play. Scheduled to ship in October 2020.  
TAC 691486 \$24.95

**ULTRA PRO**  
**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UPI 15550

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15525

**MORGAN LE FET PLAYMAT**  
UPI 15528

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15549

**PASSAGE TO AUTUMN PLAYMAT**  
UPI 15530

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15527

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15526

**WHERE THE WIND TAKES YOU PLAYMAT**  
UPI 15529

**USAOPOLY**

**SPOTLIGHT ON**

**CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.  
USO E8010720

**DRAGON BALL Z: COLLECTOR'S CHESS SET**  
The Dragon Ball Z Chess Set is a must-have collection item for fans and strategy gamers alike. Featuring 18 custom-illustrated, full-color boards of characters from the popular anime franchise. Scheduled to ship in September 2020.  
UCH 113449

**MONOPOLY: ELF**  
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.  
USO MND10595

**RISING: THE BATMAN WHO LAUGHS**  
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to rescue key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.  
USO DC310105

**SPOT IT!: SPONGEBOB**  
Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.  
USO 3090712

**SPOT IT!: RUDOLPH**  
Get ready for a magical winter-wonderland with Rudolph Spot It! Scheduled to ship in September 2020.  
USO 3030369

**WIZARDS OF THE COAST**

**FEATURED ITEM**

**MAGIC THE GATHERING**  
MAGIC THE GATHERING CCG: ARENA STATER KIT  
WOC C751 20000

**MAGIC THE GATHERING CCG: CORE 2021**  
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.  
BOOSTER DISPLAY (36) WOC C75030000  
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000  
PLANESWALKER DECK DISPLAY (18) WOC C75060000  
JAPANESE CORE 2021 BOOSTER DISPLAY (36) WOC C75031400

**WIZKIDS/NECA**

**SPOTLIGHT ON**

**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE**  
Over 160mm tall, this miniature is based on the all-new set for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.  
WZK 96019 \$49.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK**  
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Enigmo-Four, and the shape-shifting Skrulls. The wide selection of characters and keywords are built with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.  
WZK 84752 \$129.90

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK**  
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.  
WZK 84755 \$9.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES**  
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.  
WZK 84753 \$16.99

**SUPER-SKILL PINBALL: 4-CODE**  
Super-Skill Pinball: 4-Code brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Englestein. Choose one of the four unique tables and matching backdrops for storytelling, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.  
WZK 87300 \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

**FEATURED ITEM**

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

**SPOTLIGHT ON**

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**OFFERED AGAIN**

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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# WarLock™

## TILES

### A YEAR LATER

WIZKIDS

#### OUR STORY OPENS IN A TIME OF PLAGUE

Many adventures start in a tavern. Ours began in a pandemic.

Launching a major new product line during summer of 2020 might not have been as ideal as we originally envisioned, but it went better than we could have imagined. With glowing reviews, robust sales, and growing interest, *WarLock Tiles* hit the ground running and is still gaining speed.

#### WHAT WE'VE BEEN UP TO

Over the past twelve months or so, we've been focused on expanding upon our initial *Dungeon* and *Town & Village* sets, giving fans ever-increasing options for customizing their builds in those always-popular settings.

We now have sets that offer angled, curved, and 1-inch-wide walls and tiles to enable people to create even more-elaborate, intricate, and unique layouts. Full-height walls were introduced to allow for more-immersive environments and added details, such as wall-mounted torches and banners. And we began experimenting with incorporating technology into the mix with the magic of LED lighting.

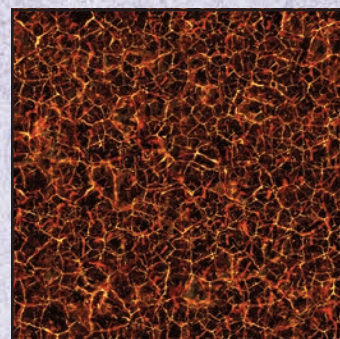
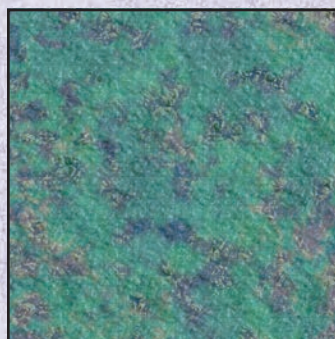
Beyond the walls, floors, windows, and doors, we've also been creating cartloads of all the other things GMs need flesh out environments and add flavor to encounters. From treasure chests and trapdoors to barrels, braziers, and beds, our ever-growing array of Accessory sets provide the finishing touches that add character and bring every setting to life.



#### EZ CLIPS: OUR FIRST UPGRADE

Interestingly, one of the more notable challenges we faced early on wasn't due to anything related to the virus. It was caused by a tiny piece of plastic.

We designed original *WarLock Clip* to provide strength and stability to builds. But sometimes you do a job a little too well. And even though we had just hit the market, when we found the tenacity of those little clips was proving to be more problematic than it was helpful, we knew we had to make a change. Not back to the drawing board, but to the choice of plastic we were using. With the softer, springier EZ Clip, walls and tiles were easier to assemble and dismantle, making the modular flexibility of the WarLock System even more useful.



#### WHERE WE'RE GOING NEXT: CAVERNS

Soon, intrepid adventurers will be able descend into the darkness far underground with the upcoming *Caverns* set. This new environment offered us an opportunity to develop a new type of WarLock Tile product. Instead of square tiles that lock together, the *Caverns* set is composed of loose, organically shaped stone slabs devoid of right angles to make create natural-feeling tunnels and caves easy and intuitive. These spelunk-able spaces will be divided and bounded by rock formations including flowstone walls, pillars, arches, stalagmites, and a series of stalactite-style pieces that can be extended or shortened to create unique formations.



We also designed a simple, somewhat perilous suspension bridge. (Imagine the rope-and-plank bridge from *"Indiana Jones & the Temple of Doom,"* but leave off the guard rails.) It's flexible, fully adjustable in length, and can connect to the cavern floor tiles as well as between natural arch bridges to provide heroes with completely a safe and stable way to cross bottomless chasms and other hazards.

#### GAME MATS HELP SET THE SCENE

The *Caverns* set also introduces a new line of 24-inch square game mats that will serve as a sort of thematic "blank canvas" that can be used as-is or in conjunction with terrain. With a rubberized bottom to keep the mat in place and a high-quality





**TRY BEFORE YOU BUY WITH THE DISPLAY & DEMO KIT**

Nothing generates interest in a product like a first-hand experience. So, we're providing retailers a way to easily allow customers to not only see *WarLock* terrain up close but also to allow them to pick it up and play around with it. With its relatively small footprint, the display can easily fit on a front counter, on a shelf, or on a dedicated display. No matter where it's placed, a hands-on experience is highly recommended. You'll want gamers to check out the double-sided floor tiles, clip tiles and walls together, and insert the slim interior walls into place. Assembled with pieces from a few different *WarLock* products, the Display & Demo Kit's layout also features windows, functional doors, and a couple of curved walls that give it a little extra character and hint at the endless variety each *WarLock* set adds to a collection.

felted top to help minis do the same, each game mat features full-color artwork depicting one of three different environments heroes might traverse: *Expansive Cave* is hard-packed earth and stone. Treacherous waters fill the *Subterranean Lake*. And the crusted-

lava-filled *Magma Chamber* presents a great location for climactic battles and easy disposal of powerful artifacts. The artwork also incorporates a subtle grid that's handy for tactical placement and movement of minis, but easily ignored if space-by-space detail isn't critical to your game.

### **/BEGIN/ INNOVATE, EXPLORE, & EXPAND /REPEAT/**

From the very start, we were determined to create a versatile, modular terrain system that would allow gamers to create the kind of detailed, intricate, and immersive settings that we also love building and playing on. *WarLock Tiles* needed to not only look amazing and function in all the ways we already knew we wanted, but it also had to be capable of incorporating new ideas and designs that we hadn't even thought of yet. Every product we design is another opportunity to improve upon what we've already created and to add new functionality.



Setting-wise, we began like many adventuring parties do: traipsing through dungeons and wandering around town. But those places are just the beginning of a much-longer campaign we have in store. This fall, as gamers begin delving into the depths of our first new location, we'll be working on opening up other territories and terrain

And even as we venture into new places, rest assured we'll still revisit all of our old haunts to continue filling them with options and opportunity for endless storytelling.

...



# ILLUMINATED DESIGN: THE ART OF THE NIGHT CAGE



## THE NIGHT CAGE

SND 1007 ..... \$39.99 | Available April 2021!

*The art of The Night Cage is stark, arresting, and a major factor in the immersive experience of playing the game. Unlike many other games, the art was not developed afterwards but was integral to the overall design – as a central part of the design process.*

The *Night Cage* is a game about darkness in a literal and a philosophical sense. Players are prisoners trying to escape an ever-changing maze that is made and unmade by the dim light of their candles. It's a co-op, existential horror game, where players must work together to find the keys to their self-made prison before their collective wax runs out and they are trapped in the dark forever.

Of the games' components, the tiles are easily the most important. They represent the observable geography of the maze, the claustrophobic corridors, horrific monsters, and the means of escape. They are the anchor for everything in the game and the lens of this artistic discussion.

During the first month or two of the design process I spent my spare time making weird vector-y tiles with a laser cutter. They all had to be discarded as they completely failed to convey the feeling of the maze.



Above all else, the art had to communicate that beyond the limits of your own perception, nothing else exists. It boiled down to two principles:

1. The main threat of the game is being overwhelmed by darkness.
2. Without light, there is nothing in the maze.

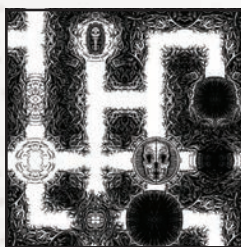


With these principles in mind, I started working with scratchboards, black paper, and black backgrounds on my computer. This way, any sketching I did would more immediately behave like light in a dark space rather than shadow in a light one.

We were left with the question of what we do see. Setting it underground felt obvious, but we wanted to go further than that. The first fully realized version of the maze had walls made of grasping tree roots. It was very witchy and creepy, but it implied that the maze itself was alive. This contradicted the game's central solipsistic theme.

We also ruled out any obviously manmade structural systems. Those came with the baggage of feeling like a haunted house or a dungeon crawler – the spiritual opposite of *The Night Cage*.

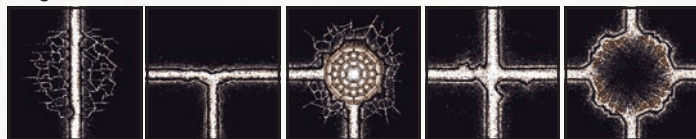
The breakthrough was inspired by low light photography. Sensor noise is the grain that appears in pictures taken without enough light. Human eyes have it too. Look at a blank wall in a dark room and you'll see it.



I made a stippled set of corridor sketches and called it "Lonely Dirt" because of the way the texture added a sparse, loamy quality to the walls. Then I made a set called "Lonely Dirt Wide," to bring out that texture, and realized that was a mistake. Having corridors scaled up in relation to the tiles they were on made the maze feel small and almost cartoonish. So, I made "Lonely Dirt Narrow."

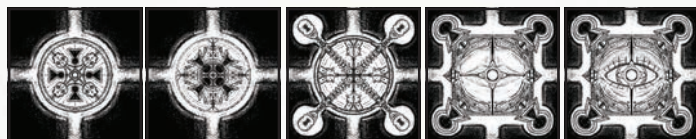


It sounds like a trivial adjustment, but the reduced scale of the corridors on the tiles changed the entire feeling of the maze in aggregate. Until I showed Chris and Ross these drawings we'd assumed our prisoners were walking around the maze. The narrow look spoke to us, and we knew that they were going to crawl instead. *The Night Cage* was now a series of oppressively tight and hopelessly long tunnels.



Considering how colorful and rich most modern board games are, it was a little frightening to commit to a sparse design space like this, but minimalism gets to the heart of what makes darkness scary: less information leaves more room for imagination.

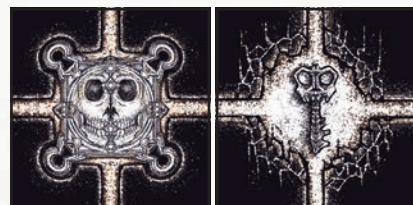
By contrast, the keys and the gates needed to be objects of hope in an unknowably sinister setting. We moved to the idea that the keys and gates would be familiar, yet grotesque because they are a distorted product of human observation.



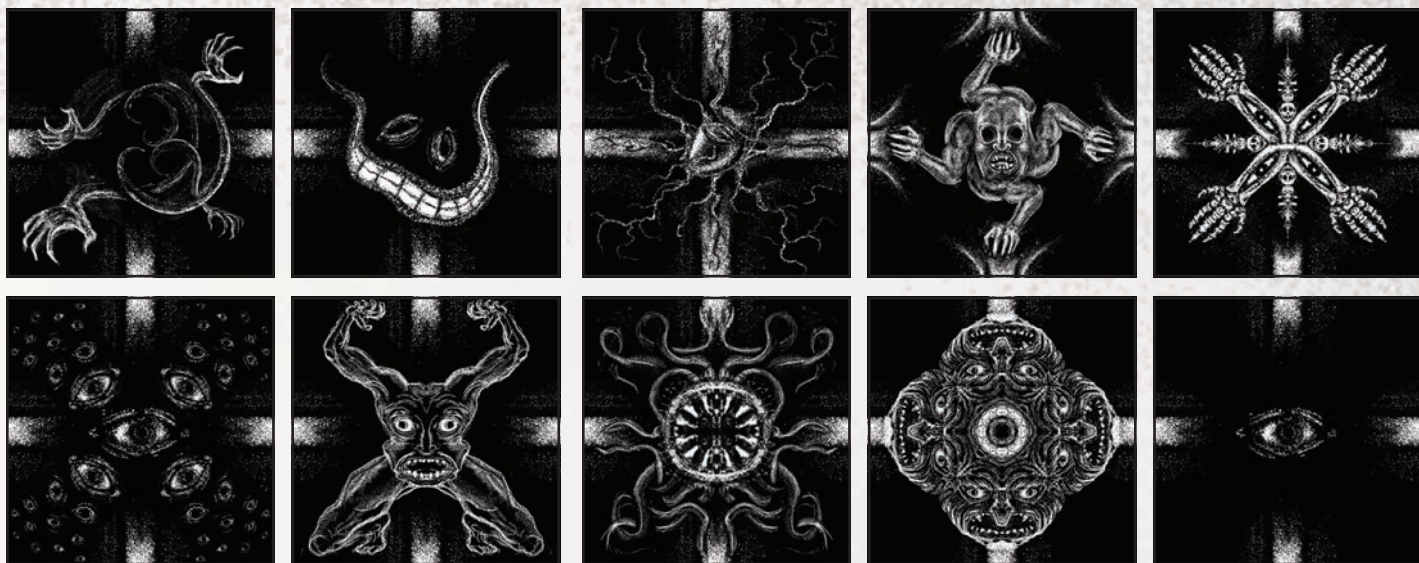
The not-quite-human skulls won out and provided a ghastly reminder of the stakes, should the prisoners fail to escape.

The monsters were one of the biggest design challenges of this process artistically and mechanically. The greatest threat in the *Night Cage* is the inevitable darkness, but the monsters needed to embody why we should fear it.

Any monster with a pre-existing mythology or a discernibly animal anatomy was quickly ruled out: terror springs from the unknown. The many iterations and sketches that followed are indicative how hard it was to define these existential threats.







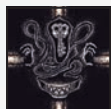
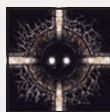
I'm particularly proud of what we created with our primary monsters, which intimidate without even attacking the prisoners directly. They're called Wax Eaters and they're after your light.



It's no accident that the Wax Eaters' swirling, grasping hands can also be read as the coiled spring of a trap. Those uncanny hands and fang-lined maw are all you'd ever see before being plunged into darkness.

The design of the advanced monsters took the same stylistic cues, but with visible forms modeled on their behaviors.

The Pit Fiends are almost like an event, so we only see a malevolent pit forming before they disappear.

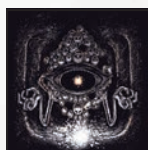


The Keepers attack in three directions and persist in spite of the darkness, so we see more of them, including an unguarded approach to the keys they're clutching.

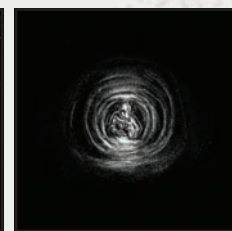
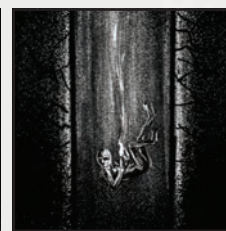
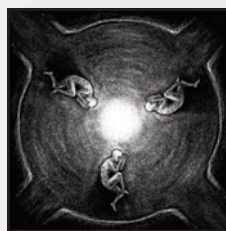
The Pathless, being a more wraithlike and horrible version of the Wax Eaters, combine sharper edges with an oily fluidity.



The ghostly Omens that proceed the Dirge are the only tiles that take a distinctly first-person perspective, because they never go on the board. Instead, they sit alongside the board like a portentous hallucination.

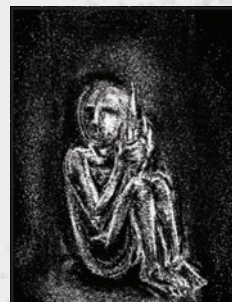
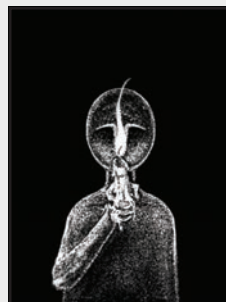


The Dirge is an oversized nightmare that takes up 9 tiles when placed. For most of the game, it waits in the darkness beyond the board, staring at us with burning eyes. Then it erupts suddenly from below giving us just a glimpse of its titanic face before leaving an enormous pit in its wake.



The Prisoners. All of this work is meant to reflect the experience of being one, but let us be clear, they are not characters. They are vessels for the players to embody.

The personal connection between player and prisoner continued to need space for the imagination. That's why their faces always stayed simple and masklike with just a brow and the bridge of a nose. It's a face defined by the shadows where a player might find their own features hiding.



However, player tokens take the shape of candles instead of a meeple or other avatar of 'self' on the board. Having the player move a candle on the board turns their hand directly into a Prisoner's hand.

In spite of its solipsistic conceit, *The Night Cage* is a game about working together. The greatest horror in the game is the possibility that you, personally, could let the other prisoners down at the critical moment.

*The Night Cage* is coming soon from Smirk and Dagger. I hope that if you happen to take our candle in hand, a fuller appreciation will be illuminated by it. And we certainly hope you make your way out.

...

Chris Chan is a New York based art director, game designer and illustrator of *The Night Cage*.



**GRAVWELL: 2ND EDITION**

RGS 02191 ..... \$40.00 | Available Q2 2021!

Fans of the original *Mensa Select* winner *Gravwell* will be thrilled to see the new features in *Gravwell Second Edition*. With exciting new art, support for more players, and new factors giving players more control over their ships, *Gravwell Second Edition* is a must-have upgrade for any fan!

The first thing players will notice is the dynamic new cover art by Kwanchai Moriya. His work also appears on the board and the new Ship Ability cards. Looking closely at the cover, you'll spot hints about two of the changes in Second Edition - each ship is unique and there are six of them.

That's right — *Gravwell Second Edition* supports 2-6 players — by far the most requested feature.

If you're thinking *Gravwell* with 5-6 players would be way too crazy, as the designer I must confess that I was right there with you for several years. I even said that I wouldn't make it because it would be too hard for players to make meaningful choices.

So what changed?



Inspired by some clever experiments and house rules suggested by some players, I stumbled on the idea of splitting the game into 2 smaller games. Imagine 3 players starting at the center of the now-familiar spiral, trying to reach the end. Add in 3 players who start at the end, trying to get to the center. At the start, the action is manageable. Midgame, as the 2 clusters of ships streak past each other, everything breaks loose. (During playtest, we called this "higgly piggly.") But then, the ships resolve back into their smaller clusters as they near their respective destinations.

The new ship tokens feature 6 original sculptures by Jason Beaudoin. Each detailed ship model conveys the nature of the ship's special abilities. Will you play the black, stealthy RC71, or the freaky, green organic Lehamarn?

Corresponding to the distinct ships, each player now has a "dashboard" made up of 4 ship ability cards. These cards are 2-sided, with one side showing what you need to do to charge it, and the other side showing that the card is charged. For example, one of the cards is the *Emergency Stop*, familiar to players from the original edition. It



is automatically charged at the start of each round. Once the card is charged, you can use its special power at any time. When you do, you will flip it back over, indicating that it's waiting to be charged again.

While each ship has an *Emergency Stop*, the other 3 cards in a player's dashboard are unique to that ship. For example, if you are playing the yellow ship, the *Rayken*, you'll be piloting a hot rod, geared for getting more momentum out of every bit of fuel, so your ship ability cards will allow you to move faster at strategic moments.

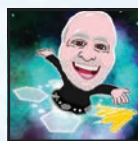
These additional ability cards give new importance to the early game, during which players will spend some of their time and attention on charging their ability cards for use in the endgame. Players will also more often face the "marshmallow test", deciding between using an ability immediately, or keeping it charged for use near their endpoint.

To support the higher player counts, we also added 10 new fuel cards, including 3 of a new type that repels all ships away from you! On a related note, we streamlined the fuel mining (card drafting) process, making it faster, easier, and more meaningful.

Overall, *Gravwell Second Edition* is a direct response to player demand for more depth and choices. Established players will find the new options a treat, and new players will still find it easy to learn and a joy to play.

...

*Corey Young is a husband, father, tabletop game designer, project manager, and Star Trek fan living in Dayton Ohio. He occasionally designs tabletop gaming accessories for The Broken Token, including their line of modular dice towers. He's also a regular contributor to the Krebs Cycle. Connect with him on Twitter at @C\_M\_Young and see what he's been making at coreyoung.*



**RAYKEN**

Built for speed and efficiency, the Rayken is a prototype space racer from Naazkar. The ship is polished and immaculate, but its captain is not afraid to "swap some paint" if it puts the Rayken closer to the finish line.

**RC71**

The Sovereign Armada designated this ship, "Recondite Craft 71" or simply "RC71". Reputed to be a pirate vessel, the RC71 has eluded capture by remotely redirecting ships that approach it or simply disappearing.

**T'RANG**

The beings of Thi Thu possess a more refined relationship with time. Renowned for perceiving the near future, they often "preact" to events before they transpire.

**LEHAMARN**

The being known as "Lehamarn" is simply the largest member of its symbiotic clan. The rest of the "crew" (not a concept they endorse) reside inside.

**THE CHAMPION**

"The Champion" is the flagship of the Sovereign Armada. Its experienced captain, brilliant navigator, and well-trained crew allow the heavy ship to turn on a dime and precisely maneuver to familiar waypoints.

**GRACIE**

"Gracie" is a rugged patchwork of mismatched tech-nologies. While more than half the crew are engineers, not one of them can explain how it all works.





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By Paul Alexander Butler

# FREE RPG DAY

IS COMING OCTOBER 16, 2021



Every year, hundreds of stores around the world host Free RPG Day, the preeminent RPG event for hobby game stores. This October 16th, you will have the chance to participate by going to your local retailer to grab some exclusive new roleplaying game content for some of your favorites, while hopefully discovering some new games you've never heard of before!

## WHAT IS FREE RPG DAY?

The first Free RPG Day was held in 2007, after founder Aldo Ghiozzi was inspired by the success of Free Comic Book Day. Now in its 15th year, participating Free RPG Day stores get a kit full of new and exclusive roleplaying game adventures, quick-start rules and more, often including special items like unique dice made just for the event, all of which are provided free of charge to attendees.

In 2019 Free RPG Day was bought by Gaming Days, LLC a new company formed by veteran game store retailers. Long-time friends and business associates of Ghiozzi, Gaming Days acquired the event with the stated goal of increasing the number of participating stores while also raising the bar for the sorts of offerings included in the kits.

## SO HOW DOES IT ALL WORK?

First of all, your friendly local game store has to participate! Please be sure to ask your local outlets if they plan on being part of Free RPG Day 2021. Kits can be secured through [freerpday.com](http://freerpday.com) and will only be sold to verified brick-and-mortar game store locations. Kits are available now and we do sell out every year, so encourage your store to act fast.

From there, simply show up to your participating store on Saturday October 16th. Every store runs Free RPG Day a little differently. Some locations may allow a single free item per customer, others may let you get one of everything on offer, while others may require a nominal purchase in order to select a free item.

The best stores use Free RPG Day as an opportunity to run a kind of mini roleplaying game convention, with local gamemasters running

the games featured in the day's free offerings! Many stores often rely on their local communities to help make the day a success, so check with your store about opportunities to gamemaster a session or two for them. Some years, there are some very special, limited quantity deluxe items included among the freebies, and a lot of stores use these as incentives for gamemasters who help run the event. All that being said, with large gatherings of people still uncertain due to the evolving situation around the COVID pandemic, be sure to ask your local store about their plans for the day.

## WHAT GAMES AND PUBLISHERS WILL BE FEATURED?

Well, we're not quite ready to announce all that, although by the time this sees print, previews may have already started. What we can tell you is that the 2021 event features the second installment of *Level 1*, our indie RPG anthology produced in association with 9th Level Games.

We'd also like to specifically give a shout out to Paizo and Goodman Games for being such stalwart supporters of Free RPG Day throughout the years. We look forward to what they'll bring to the event in 2021.

Be sure to follow us on the internet to see the big reveals as they occur! You can find us on the web at [freerpday.com](http://freerpday.com), and on Facebook, Instagram and Twitter.

We'll see everyone at their FLGS on October 16th!

...

Paul Alexander Butler is one of the managing partners at Gaming Days, LLC producers of Free RPG Day and Board Game Expo. He's also co-designer of the *Overlight* roleplaying game for Renegade Game Studios, and the owner of Games and Stuff, a large retail store located near BWI Airport in Maryland. His gaming roots go back to the late 1970's when he threw up on his brother's *Monster Manual*.





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# OAK & IRON

## BLACKBEARD'S REVENGE

by Mitch Reed

One of the most interesting box sets for *Oak & Iron* is the Blackbeard's Revenge pack which features some unique historical ships for your collection. The box comes with two ships, the frigate Queen Anne's Revenge and the sloop Revenge which were the ships of Blackbeard and Stede Bonnet respectively. Both of these ships are a must for a player who wants to play the pirate faction in the game since they are only available for that faction.

The Queen Anne's Revenge was the flagship of the pirate Edward Teach who was better known by the name Blackbeard. The Queen Anne's Revenge was originally a French ship that Blackbeard captured in 1717 and used the ship for raiding merchantmen and the blockade of Charleston South Carolina. Blackbeard's streak of luck ran out in 1718 when the ship ran aground off of North Carolina coast and abandoned.

The Revenge was the ship that Blackbeard used to capture the Queen Anne's Revenge and once he moved into the new ship, he returned the Revenge to its owner, the famous pirate Stede Bonnet. The Revenge was also an example of a ship that was built and commissioned as a pirate ship as opposed to converting a captured ship into becoming a pirate raider.

In the world of *Oak & Iron* both ships add a lot of capability to your pirate squadron. The Queen Anne's Revenge is faster and much better armed than its counterpart in the game which is the Petite Frigate. While the ship costs three more points than the Petite Frigate, it can take more crew fatigue since it comes with the "additional crew" upgrade, however it gets none of the other options that the stock frigate has.

The Revenge also costs three more points, but you get a better broadside and crew rating than a regular sloop. The ship also has the "Fast" trait but the trade off is the lack of upgrades that the Sloop has. Players will see right away for the extra three points for each ship you are getting much more in return for the points and when paired together these two ships form a deadly squadron that you never want to tangle with unless you have overwhelming numbers to subdue these ships.

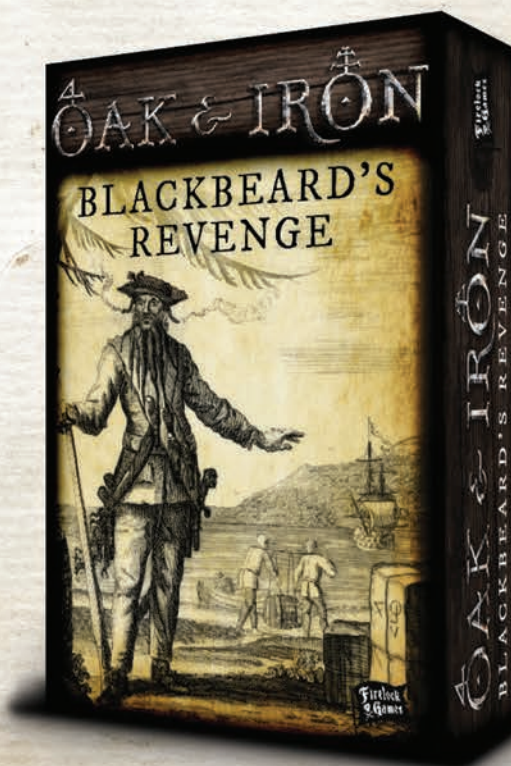
The other card that comes in box set is Captain Stede Bonnet upgrade, who comes with the "Bold" and "Persistent" special rules and can be taken with an Admiral card like Blackbeard.

At the 50-point Patrol level I use these ships as the core of my pirate fleet. When the Queen Anne's Revenge is the flagship for Blackbeard the ship can remove fatigue from other ships in its squadron if they

are in pistol range, so it is a no-brainer to take this combination. To fill out my list I will add a small ship such as a corvette or brigantine with some upgrades. What this gives me is a fast fleet that gives me good firepower with their broadsides and when I can close in, I can use my superior crew to undertake a boarding action and capture my opponent's ships. In a larger point game, I still use the Revenge and the Queen Anne's Revenge as my fleet's core and surround it with a bunch of light ships to swarm any of my opponent's ships of the line that can dish out firepower that I cannot match ship for ship.

The other reason I love this box set is that since only the Pirate faction can use these ships it allowed me to give them a really cool and pirate themed paint job that may look out of place in another faction. With their red and black sails, I will always know where these ships are on my game table.

Aside from the required core box set, the Blackbeard's Revenge box is the one I recommend that all *Oak & Iron* player pick up. The flavor and abilities these ships add to the game makes them some of my most cherished and used ships in my collection.





# FREE RADICALS

WIZKIDS

## FREE RADICALS

WZK 87525 ..... \$59.99 | Available August 2021!

I love asymmetric games, whether it be asymmetric starting positions, asymmetric player powers, or asymmetric win conditions. When I set out to design *Free Radicals*, I wanted to explore a new direction for asymmetry.

I have always been fascinated with the way that game mechanics evoke feelings in players. Some players love the experience of hand-management games but not engine efficiency games. Some players enjoy the tactical feeling of optimization that can come from a random draw, while others prefer the strategic planning provided by a mancala mechanic. I decided to create a game that would let players choose the experience they wanted to have.

*Free Radicals* at its core is a game of asymmetric mechanics. Each of the 10 factions in the game provides a different way to acquire resources and take actions. For example, The Underground will utilize a special deck-leveling mechanic to power-up their character cards, while The Hoteliers will place polyominoes on their board to design luxury hotels in whichever district offers the best incentives. Up to five players can play a game of *Free Radicals* together, and each player will experience the game in a unique way.



One of the first challenges to designing such a game was to figure out which mechanics to include. I originally started with five factions, but that number grew to ten after a few years of playtesting. I wanted to make sure that the mechanics would feel different across the factions, but they also had to feel thematic. In most cases, I started with a faction and designed a mechanic that fit thematically, thus The Couriers use a pickup-and-deliver mechanic while The Executives shuffle around assets using a mancala mechanic.

The next challenge was to keep the learning curve manageable. I wanted to make sure a player could play The Entertainers in their first game and turn around and play The Paladins in their second game and not feel like they had to learn an entire new game. I discovered that the key to this is intuitive rules and no rules exceptions or special cases. Each faction has a player board that lists their turn sequence. Once a player is familiar with the overall game, this player board is all that is needed to quickly grasp the rules of a new faction.



One of my goals for *Free Radicals* was to avoid having combat in the game. I wanted to offer an alternative to some of the wonderful asymmetric games on the market that have direct player interaction through combat. But that presented a third challenge to overcome – how to introduce interaction into a game with such varied player systems. I accomplished this in a few ways; but in order to explain better I need to describe the setting of *Free Radicals*.



When WizKids agreed to publish the game, their development team and I started brainstorming possible settings. We wanted a setting that would really stand out, and the idea of a futuristic, high-tech, bright cyberpunk society seemed perfect. The story is that one





day mysterious giant objects appeared in the sky around the world. These objects, known as Free Radicals due to their disruptive nature, contained superior technology that caused society to take huge strides of progress. Players will take on the role of a faction leader trying to gain the most prestige for their faction by interacting with the Free Radicals to awaken buildings and gain knowledge.

Awakening buildings in *Free Radicals* is one of the best ways to gain prestige for your faction, but it also serves as one of the main sources of interaction in the game. Once you pay the cost to awaken a building, any player can visit that building to take a specific action. The player that controls the building gains a benefit when the other players visit. Players need to balance the advantages of visiting an awakened building against the disadvantage of helping the opponent controlling the building. Each of the ten buildings provides an alternative special action for one of the factions in addition to the main action, such as the Holographic Castle for The Adventurers.

Each player also has a knowledge track representing the advanced knowledge gained from the *Free Radicals*. The player farthest along on their track will gain more prestige at the end of the game; however, any player can work to advance the knowledge of any faction. By advancing the knowledge of another faction, a

player will gain a benefactor bonus. This interaction can lead to some fascinating decisions as players may need the benefactor bonuses but do not want to give another player the lead in knowledge.

Favor is one of the main currencies in the game. Just about every interaction with another player results in gaining a favor from the opposing faction, though The Merchants can also interact with their opponents to gain other items such as resources and cards. Players will constantly be attempting to take actions to gain favor from each other in order to gain prestige at game end. Gaining favor is a balancing act, though, since you mainly score prestige points for complete sets only.

The last challenge I had was to keep the game length accessible. A faction such as The Farmers is great for casual game players since it provides the experience of taking only a few actions each turn at the beginning of the game, then ramping up to numerous actions by the late game. In contrast, the hand-management style of The Artisans

really appeals to players that like to maximize each turn while faced with multiple choices. But I knew that such diverse factions might lead to excessively variable play times if I was not careful. In the end I was able to get the game length to 1.5 minutes per player, regardless of factions, once players are a little familiar with the game.

As a game of unique asymmetric factions, *Free Radicals* lets players find the experience most appealing to them.





# DIABOLIK

## HEISTS AND INVESTIGATIONS

A GAME OF DEDUCTION, HIDDEN MOVEMENT, AND CHASING



### DIABOLIK – HEISTS AND INVESTIGATIONS

AGS ARTG017..... \$49.90 | Available August 2021!

*Diabolik – Heists and Investigation* is a hidden movement game inspired by one of the longest running Italian comic series, *Diabolik*, also adapted to the “silver screen” twice (in the 60s by Mario Bava and most recently by the Manetti Brothers) and as an animated series. The game is designed by Luca Maragno, and developed by Pendragon Game Studio, the English edition is published and distributed by Ares Games. Luca Maragno shared with us his notes about the game.

“I always liked hidden movement games. From the classic *Scotland Yard* to *Fury of Dracula* or the more recent *Last Friday* and *Hunt for the Ring*, they have always been fun experiences.

At the same time, I’ve always thought the hidden movement mechanic could be used to create something original in terms of gameplay. As a great lover of movies and the Crime genre, I wanted to explore the possibility of recreating all the dynamics of a great crime movie in a game.

I’m also a huge fan of comics, so I think it was quite natural in my creative process to associate the gameplay I was designing with *Diabolik*. This comic book series was first published in the 60s and I used to collect it since childhood - during my summer holidays on the Adriatic Sea I forced my mother to browse the stands of the street market to find the older issues!

Today, in Italy, *Diabolik* is still an icon as ever - the comic books sell over 100,000 copies monthly! It’s going to hit the screens with a movie adaptation this year, with a cast including some of the most important actors of Italian cinema.

*Diabolik* is a ruthless thief, flanked by the charming Eva Kant. His enemy is Commissioner Ginko, a scrupulous detective with strong morals. The strengths of *Diabolik*’s stories are the heists, always “impossible” and carried out thanks to the use of James Bond-like gadgets (such as his modified Jaguar that allows him to release spikes or liquids to lose the police) or tricks you might find in *Mission Impossible* (the use of masks).

The first innovative element of gameplay was to introduce teams into the genre: two players play the criminals (*Diabolik* and *Eva*) and two play the detectives (*Ginko* and *Morrigan*, the latter created especially for the game). Players on the same team must coordinate their strategies; to do so, we thought to place comic balloons with lines like “head north” or “let’s meet up” behind the screen that criminals use to keep track of their movements: players can point out these balloons to communicate with the teammate without being heard by opponents. There is no need to write down the movements, as the plotting is handled using cards instead.

To the hidden movement mechanics, we have added Heist and Investigation sheets (there are seven of them and in each game three are

randomly drawn) to provide goals for both teams. Each Heist and the attached Investigation are a sort of “puzzle solving”, in which secondary characters can also enter play.

Another important element was the escape. In a good crime story, the criminals escaping once exposed is often a main element. Hidden movements alternate with escapes, and criminals can also use it as a strategy: one of them gets chased, luring the police away from the heist scene to allow the other to move in the shadows with more calm.

Finally, the action! Each team has its own card deck, either Crime or Police (48 cards in each, all different), which allows players to do everything that makes the comics exciting and which is typical of the crime genre. There is no shortage of wonderful *Diabolik* gadgets, his iconic daggers, masks, the Jaguar, the Hideout. On the other side, the detectives will be able

to mobilize crime labs, reinforcement agents, coastal guards, helicopters, and even a good smoke from Ginko’s iconic pipe will help unlock some clues.

Lastly, a note on esthetics. With my partner Mathias Mazzetti, who takes care of the graphics, we agreed that the final result had to be a feast for the eyes. We had access to over 60 years of comic stories and researched the right drawing for each card. Above all, the map board had to be spectacular and was made to look like a map to hang in a police station to really hunt down the criminals!

I am also convinced that the board game world now has the opportunity to involve more and more new players, as long as you “take them by the hand”. To do this, we also created a “game within the game” with “Escape from Clerville”: it is a

one-page rule set enabling players to learn how to play in five minutes and which already uses several mechanics of the actual game. We believe, in this way, to have created something appealing for anyone who loves the crime genre, for hardcore board gamers as well as for newcomers, approaching the board game for the first time.”

...

*Luca Maragno is a game designer from Milan, Italy. He designs games at night, in the shadows. When the sun comes up, his wife, children and friends hunt him down, to play all together, naturally.*





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



#### GAME TRADE MAGAZINE #256

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 258 .....\$3.99

ART FROM PREVIOUS ISSUE

## ACHERON GAMES

### SPOTLIGHT ON



#### BRANCALONIA RPG SETTING BOOK

*Brancalonia RPG* is the 'Spaghetti Fantasy' setting for the 5th Edition of the most famous role-playing game of all time. Set in a 'back-to-front' version of Medieval Italy, this unheroic, picaresque and roguish world quotes, collects, and mixes references from contemporary Italian fiction and over a hundred works of Italian fantasy tradition, pop culture, and collective imagery, such as Colloidi's Pinocchio, Dante's Divine Comedy, Spaghetti Western and other classic Italian movies, or video games set in the Bel Paese. The *Brancalonia RPG Setting Book* consists of 192 richly illustrated full-color pages, with maps, characters, antagonists, monsters, and other images evocative of the Kingdom. Scheduled to ship in May 2021.

AGS GE001 .....\$49.00



#### BRANCALONIA RPG: MACARONICON

*Macaronicon* is the first expansion manual for *Brancalonia RPG*, a richly-illustrated hardcover volume that collects all additional material unlocked during the Kickstarter campaign. This volume contains all game material and additional information to make your adventures in the Kingdom even more accurate and in-depth. Players will find new options for Kingdom Rogues. The volume introduces new equipment of all kinds as well as an incredible number of new spells and invocations to the Saints. Players can find a series of insights into many dubious or mysterious aspects of *Brancalonia*. Scheduled to ship in May 2021.

AGS GE002 .....\$49.00

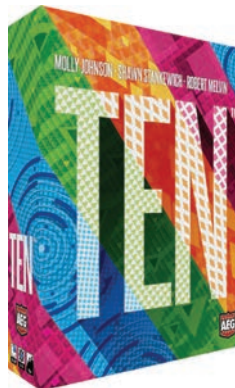


#### BRANCALONIA RPG: CONDOTTIEROS SCREEN

The *Condottiero's Screen* is the essential game accessory for *Brancalonia RPG*, a roleplaying game with a 'Spaghetti Fantasy' setting which mixes Italian culture and fiction with fantasy tradition and pop culture. The luxurious screen for the *Condottiero of Brancalonia* is realized in full color cardboard, with three horizontal facades with the full color print on both sides. Scheduled to ship in May 2021.

AGS GE003 .....\$19.00

## ALDERAC ENTERTAINMENT GROUP



#### TEN

*TEN* is an exciting push-your-luck and auction game for the whole family! Players draw cards one-at-a-time, trying to add as many as they can without exceeding a total value of TEN, or they bust! Players may push their luck to draw more cards and use currency to buy additional cards in their attempt to build the longest number sequence in each color. When valuable wildcards emerge from the deck, players compete in auctions to obtain them in order to fill gaps in their sequences!

AEG 7100 .....\$19.99

### SPOTLIGHT ON



#### WHIRLING WITCHCRAFT

Being a witch is all about wielding powerful magical ingredients. But be careful, one witch can only wield so much power before everything blows up in their face. Choose your recipes wisely to clear your workbench and fill your cauldron. The first player to overflow their nemesis with enough ingredients wins!

AEG 7097 .....\$39.99



## ALEX LU



#### DOG'S BOND

*Dog's Bond* is an engaging board game that also brings 'pawsitive' change to conversations about rescue and adoption. *Dog's Bond* infuses the rescue journey with play, whimsy, joy and hope. As rescue dogs, players collect the sets of attributes they need to find their way to one of six available forever homes. This 2-6 player game asks players to make their best choices based on the 'paw'

they are dealt, offering a wide variety of choices and combinations that change every game to provide gameplay based on both strategy and luck! Scheduled to ship in August 2021.

ALU DB001 .....\$39.99



## ARCANE TINMEN

### DRAGON SHIELD



**CARD CODEX - HARRY POTTER  
WIZARDING WORLD - HOGWARTS**  
ATM 38005 .....\$36.99

## THE ARMY PAINTER

### GAMEMASTER: TERRAIN SEALER



**MATT SEALER**  
TAP GM3006 .....\$12.99

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TAP GM3001 .....\$12.99



**RUINS & CLIFFS**  
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TAP GM3004 .....\$12.99

**WILDERNESS & WOODLAND**  
TAP GM3003 .....\$12.99

## ASYNCRON

### FIEF FRANCE

FIEF France is a game of dynastic ambition in which players assume the roles of French nobles during the Middle Ages and they strive to become a ruling force in the kingdom. In turn, they acquire Royal and Ecclesiastical titles which give their families influence to elect the next Pope and King, strengthening their positions by negotiating marriage alliances! Scheduled to ship in May 2021.  
AGS FF767 .....\$80.00



## BANDAI CO.

## SPOTLIGHT ON



### DIGIMON TCG: DOUBLE DIAMOND BOOSTER DISPLAY (24) (BT06)

Set 6 includes Royal Knights making their Digimon Card Game debut! Agumon (Bond of Friendship) and Gabumon (Bond of Friendship) from the unforgettable conclusion of the Digimon Adventure: Last Evolution Kizuna anime are here too! A new gameplay effect using the Memory Gauge joins the game! This effect can be used by paying the gauge costs at the start of

your turn! A simple but useful effect that will fit in perfectly with the current Digimon gameplay! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2588562.....PI

## SPOTLIGHT ON



### DIGIMON TCG: GALLANTMON STARTER DECK DISPLAY (6) (ST-7)

Improved starter decks now feature 4 halo texture starter cards, 2 metallic Memory Gauges, and 6 SR holo campaign cards! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2590720.....PI

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WIZARDING WORLD -  
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ATM 16028 .....\$14.99

**BRUSHED ART - HARRY  
POTTER WIZARDING WORLD -  
HUFFLEPUFF (100)**  
ATM 16027 .....\$14.99

**BRUSHED ART - HARRY POTTER  
WIZARDING WORLD  
GRYFFINDOR (100)**  
ATM 16025 .....\$14.99



## SPOTLIGHT ON



### DIGIMON TCG: ULFORCE VEEDRAMON STARTER DECK DISPLAY (6) (ST-8)

Improved starter decks now feature 4 halo texture starter cards, 2 metallic Memory Gauges, and 6 SR holo campaign cards! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2590721 .....PI

## SPOTLIGHT ON



### DRAGON BALL SUPER: PREMIUM PACK SET 6 DISPLAY (8) (PP06)

Contains 4 Boost Booster Packs (UW06) and 2 Limited Promo Cards (same card). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2588561 .....PI

## SPOTLIGHT ON



### DRAGON BALL SUPER: UNISON WARRIORS - SET 6 BOOST BOOSTER DISPLAY (24) (B15)

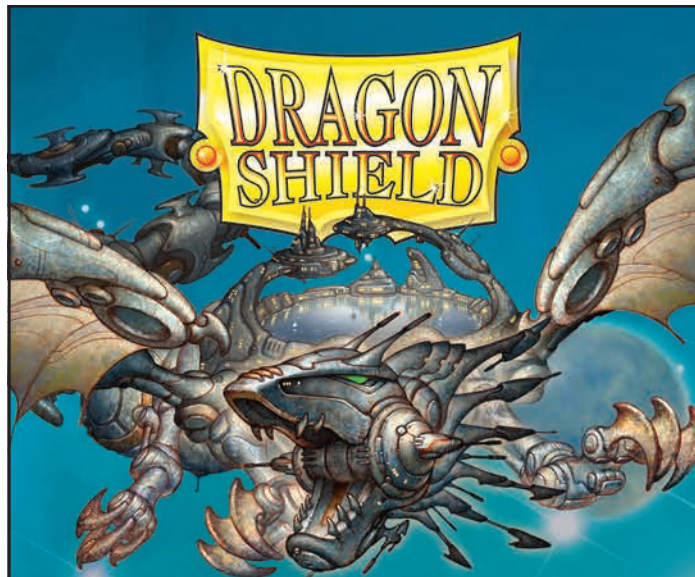
Saiyans gather from across the series to fight each other! Hero Saiyans take on Villain Saiyans for an unmissable character lineup that any *Dragon Ball* fan will love. These Saiyan cards will also reinforce the previous sets cards and help players power up their decks! An iconic theme recognizable by newcomers, competitive players, and collectors! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2588559 .....PI

## BEZIER GAMES

## SPOTLIGHT ON

### ULTIMATE WEREWOLF: EXTREME

In *Ultimate Werewolf Extreme*, 3-25 players will use their wits to deceive and uncover deception by fellow players as they attempt to discover who among them is a werewolf. Like traditional werewolf games, *Ultimate Werewolf Extreme* has all sorts of roles and a moderator to run the game, but most importantly, the game is integrated with a new app that makes moderating easier than ever before. No more writing down all of the roles and who is assigned to them, or trying to remember some of the complex interactions that happen when using multiple special abilities. This app is not needed to play, but it will make moderating a breeze with a timer, turn order, and loads of special features!  
BEZ UWEX .....\$24.95



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## BROTHERWISE GAMES

### THE DRAGON PRINCE: BATTLECHARGED

Fight for the future of Xadia in *The Dragon Prince: Battlecharged* from Brotherwise Games! This fast-paced tactical miniatures game is set in the world of Wonderstorms Emmy Award-winning Netflix original series. For every fan of this epic series, and anyone who loves great tabletop games, *Battlecharged* is a must-play!

BGM 269 .....\$39.95



## CAPSTONE GAMES

### SPOTLIGHT ON



#### ORLEANS

During the medieval goings-on around Orleans, you must assemble a following of farmers, merchants, knights, monks, etc. to gain supremacy through trade, construction and science in medieval France. In the city of Orleans and the area of the Loire, you can take trade trips to other cities to acquire coveted goods and build trading posts. You need followers and their abilities to expand your dominance by putting them to work as traders, builders, and scientists. In Orleans, you will always want to take more actions than possible, and there are many paths to victory. The challenge is to combine all elements as best as possible with regard to your strategy. Scheduled to ship in October 2021.

CSG ORL101 .....\$59.95

#### ORLEANS: INVASION EXPANSION

*Orleans: Invasion*, the first large expansion for the award-winning game Orleans, contains six scenarios designed by Reiner Stockhausen and Inka & Markus Brand. It also includes a new set of Place Tiles that can be used with or without any of the scenarios. Scheduled to ship in October 2021.

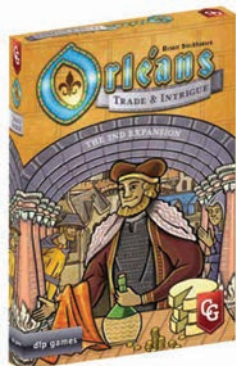
CSG ORL201 .....\$49.95



#### ORLEANS: TRADE & INTRIGUE EXPANSION

*Orleans: Trade & Intrigue* is the second large expansion for the award-winning game Orleans. This expansion adds new place tiles and four new modules: Orders - a new set of cards, each depicting goods and a city. Collect the goods and turn them in at the city for victory points. New Events - a completely new set of 34 Hour Glass Tiles from which 18 are semi-randomly chosen for each game. New Beneficial Deeds - a replacement Beneficial Deeds board providing completely new rewards for sending away your Followers. Intrigue - a replacement Beneficial Deeds board allowing you to attack and hinder your opponents or even steal from them. Scheduled to ship in October 2021.

CSG ORL301 .....\$24.95



### PIPELINE: EMERGING MARKETS EXPANSION

The success of your company is opening up new markets full of opportunities! With your expertise and logistical innovations over the last 3 years, the refinement requirements of this new era are even more demanding. With the emergence of new markets, new technologies and innovations have become available for your business to utilize. Additionally, these emerging markets have brought about new ways of evaluating your business. Will you take advantage of the new ways to exploit the markets or will your business fall to ruin in this everchanging world? Scheduled to ship in August 2021.

CSG PIPE41 .....\$29.95

## CARDLORDS

### LUCKY LUAU

*Lucky Luau* is a flower matching, lei making game with simple turns but tricky decisions. Scheduled to ship in May 2021.

CDR 007 .....\$19.99



## CATALYST GAME LABS

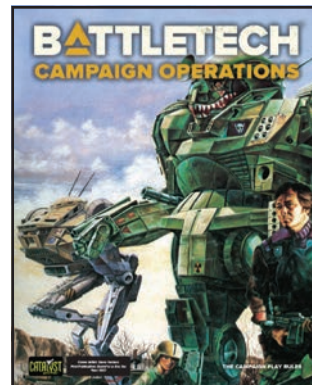
### SPOTLIGHT ON



#### BATTLETECH: BATTLE OF TUKAYYID

*The Battle of Tukayyid* brings players back to this gargantuan conflict, allowing them to relive one of BattleTech's most pivotal moments. It builds off of the Chaos Campaign: This Chaos Campaign puts you as the hero - Aidan Pryde, Anastatius Focht, and others - of the battle. Do you have what it takes to lead the Smoke Jaguars to victory, or will you repeat the failure of the Diamond Sharks? Or can you find a way to defeat the indomitable Clan Wolf? You will decide.

CAT 35410 .....\$39.99



#### BATTLETECH: CAMPAIGN OPERATIONS (2021)

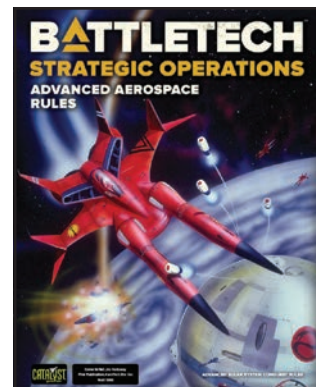
Take your warfare to a whole new level of excitement by deploying new forces and surprising your enemy with cutting edge, prototype technologies! Tactical Operations: Advanced Units & Equipment is the one-source reference for advanced units types and advanced technologies. It includes an extensive Advanced Weapons and Equipment section, and the rules for playing and constructing advanced Support Vehicles and Mobile Structures. Scheduled to ship in May 2021.

CAT 35007V .....\$39.99

#### BATTLETECH: STRATEGIC OPERATIONS - ADVANCED AEROSPACE RULES (2021)

*Campaign Operations* allows players to marshal their forces and fight any battle across the Inner Sphere with complete rules for force construction and campaign play. Scheduled to ship in May 2021.

CAT 35004V .....\$39.99







### SHADOWRUN RPG: POWER PLAYS

The Big Ten megacorporations are central pieces of Shadowrun's Sixth World setting, and keeping up-to-date on them is important for players and gamemasters alike. New chaos is always threatening to engulf the corps, and the departure of Ares from the UCAS and the death of Spinrad Global head Johnny Spinrad has that chaos rising. Power Plays looks at each of the Big Ten, along with some important AA corps, while also providing plot hooks for gamemasters and character options for players. If you're involved in the Sixth World in any way, you need this book. Scheduled to ship in May 2021.

CAT 28451.....\$39.99

### CHESSEX MANUFACTURING

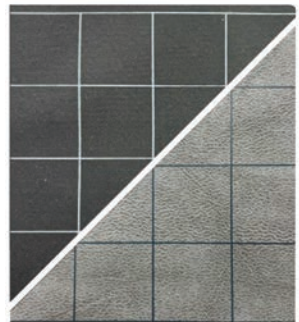
#### BATTLEMAT: 1" REVERSIBLE PLAYING SURFACES

Scheduled to ship in June 2021.



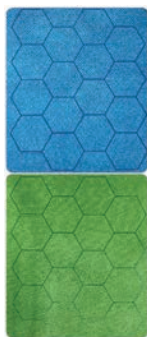
#### BLACK-GREY HEXES (23.5" x 26")

CHX 96680.....PI



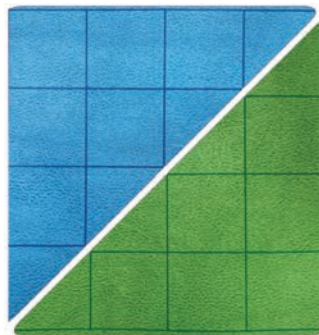
#### BLACK-GREY SQUARES (23.5" x 26")

CHX 96480.....PI



#### BLUE-GREEN HEXES (23.5" x 26")

CHX 96665.....PI



#### BLUE-GREEN SQUARES (23.5" x 26")

CHX 96465.....PI

#### MEGAMAT: 1" REVERSIBLE PLAYING SURFACES

Scheduled to ship in June 2021.




#### BLACK-GREY HEXES (34.5" x 48")

CHX 97680.....PI

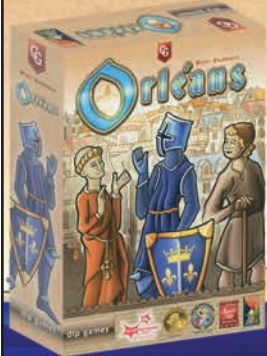


#### BLACK-GREY SQUARES (34.5" x 48")


CHX 97480.....PI




# Orléans








5TH PLAYER EXPANSION INCLUDED

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SKU: ORL101 / MSRP \$59.95



2-5  
90'  
12+





**BLUE-GREEN HEXES**  
(34.5" x 48")  
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CHX 97665 ..... PI



**GREEN SQUARES**  
(34.5" x 48")  
CHX 97465 ..... PI

**CIRCOCTEL**



**MAKE MAKE**  
In *Make Make*, each person represents the Chief of one of the clans that inhabit Rapa Nui. It is a strategy game where each clan seeks control and dominance of the island's territories that will allow them to perform the ceremonial rites dedicated to the god Make Make who will act in his favor to become the new Ariki of the island that will govern and give prosperity to the Rapanui people. To win the game, the five clan's Tangata Manu tokens must be placed on the board and Spiritual Supremacy token must be achieved. Players must be spiritually ready to receive the god Make Make who will manifest once the sun goes down. Scheduled to ship in September 2021.  
CIR MM001 ..... \$28.00

**CORVUS BELLI**

**INFINITY**



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CVB 281114-0872 ..... \$14.99



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CVB 281409-0876 ..... \$20.49



**NA2 CHAKSA LONGARMS**  
CVB 280753-0871 ..... \$45.49

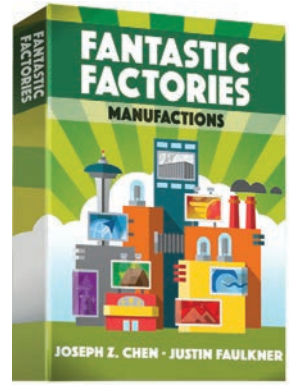


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**O-12 SHONA CARANO, ARISTEIA! SWORDMASTER (SUBMACHINE GUN)**  
CVB 282013-0875 ..... \$14.99

**DEEP WATER GAMES**



**FANTASTIC FACTORIES: MANUFACTURE EXPANSION**  
With the ever-growing manufacturing industry comes the consolidation of power and expertise in the form of corporate factions! Each faction brings a unique competitive advantage that completely shifts the way business is done. Which faction will you align with in order to establish market dominance? Scheduled to ship in April 2021.  
DPW FFXMF ..... \$24.95



**FANTASTIC FACTORIES: SUBTERFUGE EXPANSION**  
The stakes are high and tensions are running hot! Do whatever you can to get an edge over your competition, including some subterfuge... Corporate espionage or a little sabotage might just be what you need to take the lead! Scheduled to ship in April 2021.  
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Double sided playmat with solo playmat on the back! 24" x 14" size with stitched edging machine washable and long lasting design! Scheduled to ship in April 2021.  
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**UPZONE: MAP CUSTOMIZATION PACK**  
The map customization pack can open up your upzone sets with hundreds of more layout options. The upzone map size customization pack comes with a variety of flat boards that allow you to reconfigure your zone sets into even more sizes, and give large open areas to combine your own terrain. Scheduled to ship in July 2021.  
EEG UPZMAPPACK ..... \$34.99

**FLYING FROG PRODUCTIONS**



**FORBIDDEN FORTRESS: TEMPLE DOGS ENEMY PACK**  
FFP 07E24 ..... \$19.95



**SHADOWS OF BRIMSTONE: VOID SWARMS AND VOID HIVES ENEMY PACK**  
FFP 07E26 ..... \$29.95



## GALE FORCE NINE

# SPOTLIGHT ON



### DUNGEONS & DRAGONS: TYRANTS OF THE UNDERDARK BOARD GAME (UPDATED EDITION)

We've brought back the classic 2016 edition of the game and taken it to the next level with the inclusion of the Aberrations and Undead expansion so you can now get the complete *Tyrants of the Underdark* experience in one box! Take your place as a villainous leader of a drow house and fight for control of the Underdark. Build your deck throughout the game to recruit drow, dragons, cultists, and demon minions, and use them to assassinate enemy troops or infiltrate and control your opponents' strongholds. Choose your strategy carefully, though, for only one house can rule the Underdark! Scheduled to ship in August 2021.

GF9 74007 .....\$50.00

## GOODMAN GAMES

### TALES FROM THE MAGICIAN'S SKULL #6

Experience the sword and sorcery adventure that is *Tales From The Magician's Skull* #6! Behold! I have fashioned a magazine like those from fabled days of yore. It overflows with thrilling adventures. There are swords, and there is sorcery. There are dark deeds and daring rescues. There are lands where heroes fear to tread. Picture this as well maps to wondrous and terrible places. Electrifying art for every tale. Guides to bring the terrors within to your own game table. All I lack are a few paltry shekels. Grant them to me, and I shall fling open a new portal to a world of ancient wonders! Scheduled to ship in July 2021.

GMG 4505 .....\$14.99



## GREATER THAN GAMES



### SENTINELS OF THE MULTIVERSE: DEFINITIVE EDITION

A mad scientist holds the whole world hostage with his doomsday device. A self-aware AI in a massive robotic form rampages through major cities, bent on the destruction of all human life. A chaotic earth spirit uses her control over the natural elements of the world to threaten all of

humanity! A superpower supremacist leads her army of powerful followers to defeat any who would oppose her goal of global conquest! Only a few stalwart Heroes stand in the way of all these Villains and their dastardly plots! Can you defeat the Villains and save the world? Or will the Villains triumph, forcing the Heroes to regroup and fight another day? Scheduled to ship in July 2021.

GTG SMDE-CORE .....\$59.95

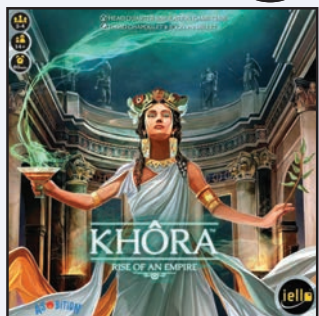
## IELLO

# SPOTLIGHT ON

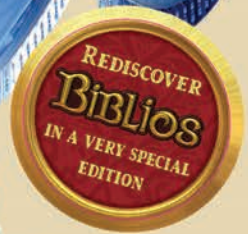
### KHORA

You are the ruler of a resplendent city in Ancient Greece. It is up to you to develop it faster and better than your opponents! You can make many political choices in each round: Philosophy, Legislation, Culture, Trade, Military. That will shape the future of your City! Optimize your dice roll, collect taxes, send your army colonize foreign lands, unlock achievements, and make sure your City will shine throughout the whole of Greece! An intense and deep civilisation game!

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## SPRING RELEASE



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## GAMES

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GM

JUN

2021

31





**IDW**  
GAMES



**MINI!**  
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## GALAXY HUNTERS

In *Galaxy Hunters*, 2–4 players take on the role of mercenary pilots in battle mechs hired by Megacorporations to hunt and harvest rampaging mutants. *Galaxy Hunters* blends the excitement of crafting a unique character with the deep strategy of Euro-style, worker placement. Pick your Merc, customize your Mech and compete in a fierce rivalry to be the top mutant hunter in the Galaxy!

- Includes four, large (65mm) Battle Mech miniatures!
- Mix and match pilots and mechs to unlock new powers and special abilities with *Galaxy Hunters'* inventive neural-link system
- *New Ways to Hunt* expansion allows for 5 players to compete with more rewards and higher risk!



IDW 01533.....\$79.99

DESIGNER: DANIEL ALVES

**AVAILABLE NOW!**



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GAMES!

## GALAXY HUNTERS: NEW WAYS TO HUNT EXPANSION

With the *New Ways To Hunt* expansion, Mercs can take on bigger risks for bigger rewards. This expansion offers a 5<sup>th</sup> player to compete for top Mutant Hunter in the Galaxy! *Duar Krill* joins the hunt as the newest Mercenary and the *Iron Smoker Mech* is included in this expansion!

- Battle through the four main sagas, gaining power and perfecting techniques as you progress, or create a single battle against iconic villains
- Increase your Power Level to gain access to power transformations
- Techniques provide unique abilities that modify your attack rolls
- Requires *Galaxy Hunters* Base Game to play
- Includes one additional Battle Mech Miniature!



IDW 01934.....\$29.99

DESIGNER: DANIEL ALVES

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## GHOSTBUSTERS: BLACKOUT

Suffering from a city-wide blackout and an onslaught of ghosts, it's up to the Ghostbusters to quell the chaos and bust those ghosts! Fully cooperative, players allocate dice to bust ghosts, buy upgrades, and move around the city in a game that will have players wishing for just one more die!

- The Ghostbusters are out to bust familiar faces and foes after a city-wide blackout allows all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, players to travel all over New York City to bust baddies and keep the mass hysteria to a minimum



IDW 01678.....\$39.99

**AVAILABLE NOW!**

DESIGNER: JON COHN  
ARTIST/COVER: DAN SCHOENING





### BATMAN: THE ANIMATED SERIES— ROGUES GALLERY

Defeat the Batman to rule the city! Gotham City's coffers are ripe for the robbing, but one thing stands in the way of the city's supervillains—the reviled Batman. It's time someone finally took out that nuisance! Choose your favorite villain, then go on crime sprees, steal powerful upgrades, recruit nefarious accomplices, and race to complete your master plan and be the first to defeat the World's Greatest Detective!

- Upgrade gear and accomplices to take down Batman.
- Unique push-your-luck gameplay.
- Features all new custom artwork.



IDW 01658.....\$34.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT

ARTIST/COVER: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLETAFFY

**AVAILABLE NOW!**



### BATMAN: THE ANIMATED SERIES— GOTHAM CITY UNDER SIEGE

*Batman: The Animated Series—Gotham City Under Siege* has you and up to four of your friends playing as Batman and his trusted allies. In each round you'll face off against a set of story cards all inspired by the first season of *Batman: The Animated Series* and roll a pool of dice to complete actions. You'll need to balance between cleaning up the streets of Gotham City and completing story missions in order to protect the city. Let too many civilians fall or buildings be destroyed, and there will be nothing left for Batman to protect!

- Patrol the city streets or prepare to attack from the rooftops of the 3D city.
- Play cards and spend dice to use heroic combat abilities or solve mysteries.
- Defeat deadly story cards, clear the streets of henchmen, and defeat the villainous bosses!
- Features five highly detailed miniatures.



IDW 01537.....\$49.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO

ARTIST/COVER: MATT FERGUSON & TABLETAFFY

**AVAILABLE NOW!**

## THE TOWERS OF ARKHANOS

Become wizards and help build the mystical *Towers of Arkhanos*! Roll and draft dice that become part of the towers themselves, learn and cast powerful spells to alter the dice, and rise above the competition with strategic moves in this family game of 3D tower building!

- Draft dice and place them carefully to build up the Towers of Arkhanos and increase your score.
- Learn and use powerful magic spells that allow you to manipulate the dice.
- An easy-to-learn and quick-to-play game where your choices are limited but their repercussions are meaningful.



IDW 01694.....\$39.99

**AVAILABLE NOW!**

DESIGNER: DANIEL ALVES AND EURICO CUNHA

ARTIST/COVER: MARCELO BASTOS AND RODRIGO RAMOS





## INDIE BOARDS & CARDS



### CRACK THE CODE

*Crack the Code* is a limited communication, cooperative puzzle game. Players form a hacker team trying to compile a piece of code before their program is terminated when they run out of moves. Players can see the marbles in their own tray. Using different action cards, the team can rearrange the marbles to compile the sequence in time! Scheduled to ship in August 2021.

IBC CGC01 .....\$29.99

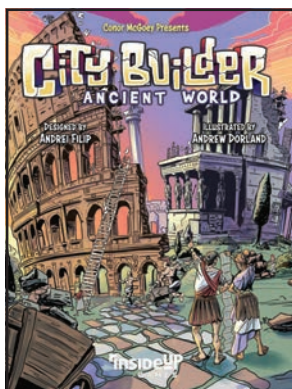


### QUEST

In *Quest*, all will show their true colors as Good and Evil struggle for the future of civilization. Hidden amongst King Arthur's loyal servants are Mordred's unscrupulous minions. Players are secretly dealt roles that determine if their allegiance is to Good or to Evil. Then, players debate, reason, and lie as they decide who to send on Quests - knowing that if just one minion of Mordred joins, the Quest could fail.

IBC QUE1 .....\$19.99

## INSIDE UP GAMES

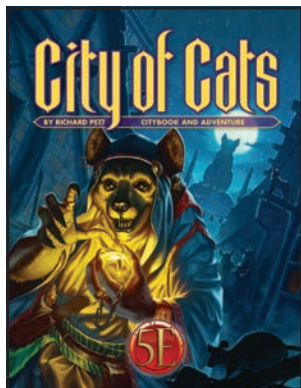


### CITY BUILDER: ANCIENT WORLD

*City Builder: Ancient World* is a tile-laying game for 1-4 players, which can be played competitively, cooperatively or solo. Players are magistrates sent to a newly conquered province to build cities and help spread Roman influence in the area. By employing clever planning, they must grow their cities to meet the demands of incoming settlers, as well as build imposing Monuments to please their emperor. Scheduled to ship in June 2021.

IUG 009 .....\$49.00

## KOBOLD PRESS



### CITY OF CATS (5E)

In this companion volume to the *Southlands Worldbook* for 5E, players will find two adventures set in this continent's storied City of Cats, where a mercurial feline goddess walks among her chosen people. Included in this volume are fan-favorite adventures *Cat and Mouse* and *Grimalkin*, both by celebrated author Richard Pett and fully compatible with the 5th Edition of the world's oldest roleplaying game. Scheduled to ship in August 2021.

PZO KOB9061 .....\$39.99



### SOUTHLANDS: WORLDBOOK HARDCOVER (5E)

In the *Southlands*, the world is alive with elemental power and wondrous magic, ancient god-kings walk among the living, and empires at their height echo the mystery and majesty of the past. This campaign setting for the 5th Edition of the world's first RPG is ripe with possibilities for adventure in ancient tombs, enormous jungles, and searing deserts, where swift-flying sand ships dart between distant cities. Scheduled to ship in August 2021.

PZO KOB9054 .....\$49.99



### SOUTHLANDS: PLAYER'S GUIDE (5E)

In this companion volume to the *Southlands Worldbook* for 5E, players will find dozens of rules options to build characters who hail from this sprawling continent or embark upon adventures set there. From racial traits for catfolk, gnolls, jinnborn, minotaurs, lizardfolk, trollkin, and more; to magic options including hieroglyphs and lotus blossoms; to class options including the Circle of the Desert druid, the aeromancer wizard, the caravan raider rogue, and the paladins oath of the ancestors; this book is the definitive source for players who want to bring their *Southlands* characters to life. Scheduled to ship in August 2021.

PZO KOB9078 .....\$19.99

## KONAMI DIGITAL ENTERTAINMENT

### SPOTLIGHT ON



### YU-GI-OH! TCG: 2021 TIN OF ANCIENT BATTLES

The second piece of an ancient legend stands before you! The 2021 *Tin of Ancient Battles* builds (literally!) on the foundation of the 2020 *Tin of Lost Memories*, featuring the middle section of the mysterious Pharaonic tablet discovered in Egypt! The eternal clash between the spirits of the Dark Magician and the Blue-Eyes White Dragon are immortalized in this carving, along with 3 brand-new World Premiere cards to give these monsters a new power boost.

KON 85420 .....\$19.99

### SPOTLIGHT ON



### YU-GI-OH! TCG: CYBER STRIKE STRUCTURE DECK DISPLAY (8)

Master the forbidden Fusion arts that combine fierce Dragon and Machine monsters with *Structure Deck: Cyber Strike*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85406 .....\$79.92

### SPOTLIGHT ON



### YU-GI-OH! TCG: DAWN OF MAJESTY BOOSTER DISPLAY (24)

Stardust Dragon takes flight once more in *Dawn of Majesty*! This Fall's 100-card core booster set transforms Yusei's signature Synchro Monster, hosts a gathering of Gizmekes, introduces a new Insect World Premiere theme, and more! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85350 .....\$95.76



## SPOTLIGHT ON



### YU-GI-OH! TCG: LEGENDARY DUELISTS - SYNCHRO STORM BOOSTER DISPLAY (36)

The winds of victory are swift and sure! *Legendary Duelists: Synchro Storm* powers up three strategies used by Duelists that specialize in WIND monsters! First, appearing in *Yu-Gi-Oh! ARC-V*, Yugo's Speedroid monsters excel at quick, consecutive Synchro Summons! Start off with Summoning his signature monster, Clear Wing Synchro Dragon, then use the rest of your Speedroids to upgrade it into more advanced forms like Crystal Wing Synchro Dragon or even

a brand-new WIND Synchro Dragon! Originally released as videogame promotional cards, Sherry LeBlanc's strategy is resurrected and revolutionized in *Legendary Duelists: Synchro Storm*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
KON 85374.....\$71.64

## LOONEY LABS

## SPOTLIGHT ON

### WONDERLAND FLUXX

What's more topsy-turvy than *Fluxx*? *Wonderland Fluxx*! Go down the Rabbit Hole with Looney Labs in their latest literary send-up. Join Alice as she has tea with the Mad Hatter, gets directions from the Cheshire Cat, tries to reason with Tweedle Dee and Tweedle Dum, and grows and shrinks alarmingly. You may even need to slay a Jabberwock to win at this even curiously version of *Fluxx*. Scheduled to ship in October 2021.



LOO 115 .....\$16.00

## LUDICREATIONS



### OPERATION: KINDERGARTEN

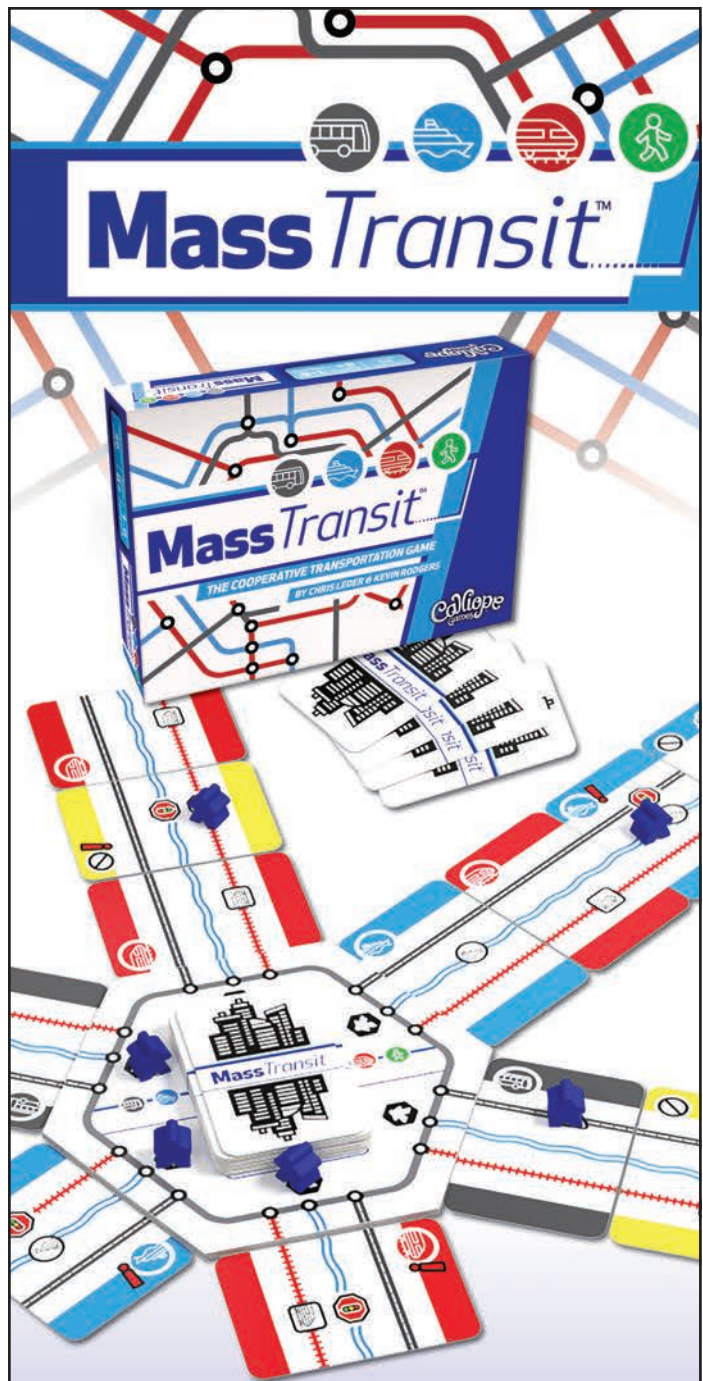
In the grim world of kindergarten, where juice is the fuel of chaos, where the playground is the ultimate arena, where the struggle against tantrums is real, the teachers, the guardians of order remain ever faithful, ready to jump in and take the ball away, if they have to. In *Operation: Kindergarten*, the players are teachers that are trying to keep children safe, and return them to their classrooms - and they will not stop at anything to do so, including disrupting their fellow teachers' routines.  
LDR 158000.....\$30.00



### SO, YOU'VE BEEN EATEN

Don't worry, this is simply an occupational hazard. In *So, You've Been Eaten*, a Miner collects crystals from inside the stomach of a giant space Beast. The Beast digests the Miner, using Bacteria and Immune Responses. It includes an asymmetric 2-player experience and two different solo modes, as well as a 0-player mode, where the game's Artificial Intelligences play each other. Scheduled to ship in October 2021.

LDR 2123000.....\$35.00



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players

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## LYNNVANDER STUDIOS



### GEMINI GAUNTLET

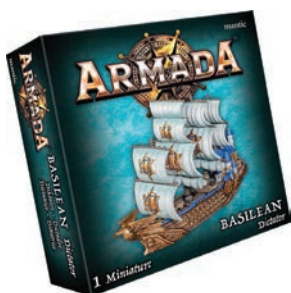
Welcome to the most dangerous and exciting racing league in the known universe: the Gemini Gauntlet! As a one of ten diverse race teams from across the galaxy, each player controls a unique ship with two crew members. Every round, players simultaneously program their flight path. They must navigate an ever-changing course, avoid collisions with asteroids, and outmaneuver their rivals to be the first to cross the finish line! Scheduled to ship in August 2021.

LYN GEMI01 ..... \$54.99

## MANTIC ENTERTAINMENT

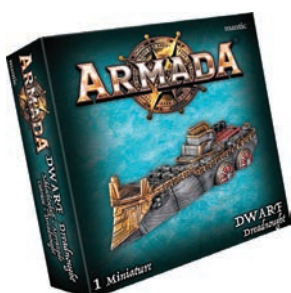
### ARMADA

Scheduled to ship in May 2021.



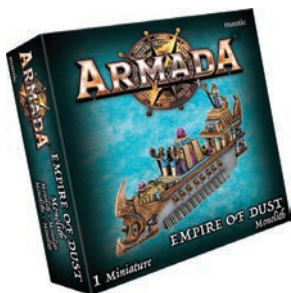
### BASILEAN DICTATOR

MGE MGARB401 ..... \$29.99



### DWARF DREADNOUGHT

MGE MGARD401 ..... \$29.99



### EMPIRE OF DUST MONOLITH

MGE MGART401 ..... \$29.99



### ORC RIPPER HULK

MGE MGARO401 ..... \$29.99



### LEAGUE OF INFAMY

Fed up of playing as the heroes? Bored of always doing the right thing? Want to take part in some devious dungeon delving? *League of Infamy* is the occasionally cooperative dungeon crawler for up to 5 players, where it pays to commit dastardly deeds and partake in foul thievery often against your own party! Scheduled to ship in May 2021.

MGE MGL101 ..... \$99.99

### TERRAINCRATE

Scheduled to ship in May 2021.



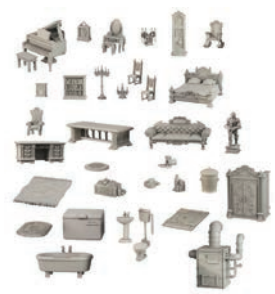
### BATHROOM & KITCHEN

MGE MGTC177 ..... \$29.99



### GOTHIC GROUNDS

MGE MGTC178 ..... \$19.99



### GOTHIC MANOR

MGE MGTC175 ..... \$79.99



### GRAVEYARD

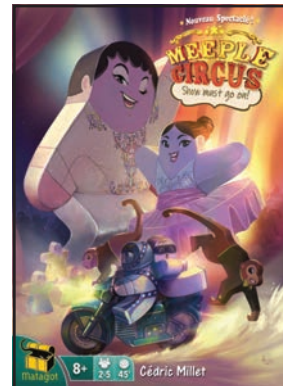
MGE MGTC179 ..... \$29.99



### SERVANT'S QUARTERS

MGE MGTC176 ..... \$29.99

## MATAGOT



### MEEPLE CIRCUS:

#### THE SHOW MUST GO ON

The new Meeple Circus show is amazing: dance with Anastasia, acrobatic scenes with King and Kong, the monkeys, fury with John and his bike, and the directors surprises. With these new stars, it's up to you to create the most surprising new acts! Brand new meeple and surprising challenges to realize your performance: immerse yourself in the circus universe with this exclusive expansion! Scheduled to ship in June 2021.

MAT SCIR006230 ..... \$20.00

## MODIPIUS

### FALLOUT: WASTELAND

#### WARFARE

Scheduled to ship in June 2021.



### NEW VEGAS RULE EXPANSION

Enter the dangerous world of the Mojave wasteland, Fight over its future at the Hoover Dam, and get some R & R on the lush New Vegas Strip if you can afford the entry fee! The Mojave wasteland stretches from New California Territory to the contested Hoover Dam, containing all sorts of treasures for the bold and dangers for the unwary. For those who come out on tip there is glory or territory to be gained; the unlucky join the desert sands of feed the geckos.

MUH 052187 ..... \$40.00



### CORE RULE BOOK

In 2077, the storm of nuclear war reduced most of the planet was reduced to cinders. From the ashes of nuclear devastation, a new civilization would struggle to arise. A civilization you will shape. Welcome to the Wasteland. Welcome to the world of *Fallout*. This 400-page rulebook sets the stage for an epic *Fallout* tabletop roleplaying experience.

MUH 052191 ..... \$52.00



### DICE

MUH 052194 ..... \$20.00





### GM'S TOOLKIT

A post-nuclear roleplaying game needs the best storytellers and support you can get, and the GM's Toolkit gives you everything you need to delve into the world of *Fallout*.  
MUH 052193.....\$30.00

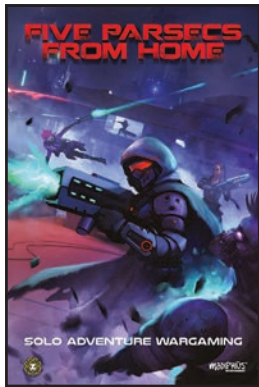
### FALLOUT: WASTELAND WARFARE

Scheduled to ship in August 2021.



### SUPER MUTANTS MARCUS AND LILY

MUH 052154.....\$23.00



### FIVE PARSECS FROM HOME: SOLO RPG

*Five Parsecs From Home* is a solo adventure game where your own crew of humans, robots and aliens take to the stars, find jobs, get into fights and encounter the strange things the galaxy has to offer. Battles are procedurally generated with a huge array of combinations of enemies, weapons, battlefield circumstances and objectives whether fighting rivals or carrying out jobs. With each encounter you earn experience and loot, progressing your crew and story as you send your crew to look for contacts, trade, explore the colony, recruit replacements or train up their skills. The game is playable with any miniatures you have on hand and requires only a small number to get started, making it ideal for both experienced and new science fiction gamers. Scheduled to ship in June 2021.

MUH 052345.....\$30.00

### INFINITY RPG

Scheduled to ship in June 2021.



### COMBINED ARMY SUPPLEMENT

The Combined Army is the clenched fist of the Evolved Intelligence. Made up of its most brutal and cruel client races, the Evolved Intelligence turns its monstrous forces upon those to stubborn or stupid to aid it in the search for the universe's secrets. The resources of the Combined Army are terrifyingly diverse, adequate for any task at hand. The efficient Exrah guide its fleets, the insidious Shasvastii infiltrate its enemies, the Morat crush any resistance, and even more cruel henchmen wait for their masters' orders to rain death on its victims.

MUH 050229.....\$22.99



### PARADISO PLANET BOOK

Hiding a tragic and terrible past, Paradiso is home to dark secrets and intrigue. Even before the NeoColonial Wars, the jungle planet has been the theatre of brutal conflict, destined to loom through the histories of numerous civilisations, human and alien alike. Never have the stakes been so high for Paradiso is the grandest trophy in the Sphere. Not only for the vast wealth offered by the system itself but with wormholes connecting to two alien powers, Paradiso is a Rubicon that if lost would lead to the Downfall of the Human Sphere.

MUH 050215.....\$22.99



### SHADOW AFFAIRS CAMPAIGN

In *Shadow Affairs*, the brutality of the aliens invading forces is only matched by the cynicism of the Human Spheres powers and hubris, placing the international base of Libra 5 in dire danger. Composed of units from the best and worst humanity can provide, the players will have to join this eclectic base and try to work it into a competent force before their enemy decides to interfere.

MUH 050211.....\$23.99



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TOHAA SUPPLEMENT

Welcome, friend. Everything we do, we do to reach Exaltation. Anything else is unimportant! We are the children of Unification, standing together and sailing through the stars, colonising planets and bringing their wealth of knowledge to the less sophisticated. Sharing our knowledge where possible and destroying those who would oppose it. Centuries of exploration and a constant thirst for knowledge have made the Tohaa the greatest civilisation in the galaxy, sailing across the galaxy in vast Errant Fleets searching for life and knowledge, using their astounding understanding of biotechnology to touch and influence native species with enough potential to help them in their endeavour to share in the secrets of the universe.

MUH 050228 .....\$22.99



WAR MARKET - THE MERCENARIES SOURCEBOOK

Whether escorting doctors and refugees out of Ghezirah, providing close protection for paranoid executives across Neoterra, or brutally resolving a miners strike in Humans Edge, the mercenaries of the Human Sphere will take your money and get the job done. Never have mercenaries been in higher demand thanks to the political situation in the various theatres of the Sphere, and both Hypercorps and G5 governments employ the services of these soldiers for hire. Sometimes in the open, sometimes undercover, it seems these lords of war are a necessity in the power games of the future. But the life of a merc isn't all bullets, venture onto the War Market where the cold and pragmatic business of war has never been so civilized.

MUH 050216 .....\$22.99



RANGERS OF SHADOW DEEP: CREATURE CARD DECK

Level up your Rangers of Shadow Deep adventures with 59 creature reference cards, featuring all of the creatures from the Rulebook, Temple of Madness, Blood Moon, Incinerator, Ghost Stone, Across the Waste and Menagerie releases. Each card includes details of the creature's Move, Fight, Shoot, Armour, Will, Health, XP and notes. Also included are 17 blank cards to add your own enemies or to fill in for future releases. Scheduled to ship in June 2021.

MUH 052280 .....\$21.00

MONDO GAMES



A GENTLE RAIN

You have come to the lake hoping to see a rare and beautiful sight. The lilies of the lake only open their blossoms in the rain, and only rarely do all eight kinds of lily bloom at once. The goal of A Gentle Rain is to place the lake tiles in such a way to cause all eight types of lilies to bloom before you run out of tiles and the rain ends. Place each new tile you draw next to a tile already in play, making sure to match the colors of all the tile edges touching the tile you are placing. Each time you manage to complete a square of four touching tiles, a blossom opens between them. Keep Score, or don't.

MNG MG-GR001 .....\$22.00

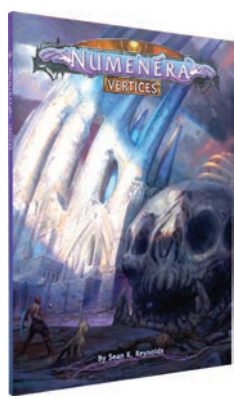


STONER PARKING LOT

Stoner Parking Lot is the ultimate compact card-based grab-n'-go party game, where 3 to 7 buds break into teams and conspire to sneak out of the metal show for a little puff-puff-pastime... without alerting the other players who are looking to gank their dank. To accomplish this, players must first collect the essentials: weed, a mixtape, your trusty bong, a lighter, a six-pack, and - of course - pizza. Once they've collected all six cards, they'll communicate with their partner using only the slyest of visual signals. If the other team catches on, they'll want to join, but no way; you've got to bogart your bud, bud!

MNG MG-SPL001 .....\$20.00

MONTE COOK GAMES



NUMENERA RPG: VERTICES

Eight Dangerous Adventure Sites that Connect to the Datasphere - A maze of steel and crystal blades summons demons and bladehounds from this world and worlds beyond. Seven huge boulders float a mile above the earthlegend says they guard against enemies among the stars, and indeed cruel, stone-armored creatures do fall randomly from the sky in this area. A massive ribcage rises from the earth, a giant weathered skull resting nearby. Creatures in the area from simple insects to terrifying abhumans grow to monstrous proportions. Scheduled to ship in July 2021.

MKG 286 .....\$29.99

PTOLUS: CHARACTER PORTFOLIO

The Ptolus Character Portfolio does your character justice. It records all your character's abilities, skills, belongings, and everything else you find on a conventional character sheet. And at 24 pages, it it also gives you room for notes, sketches, and details. It's perfectly sized for plenty of space within, but without taking up too much space on the gaming table. And it's printed in full color on heavy matte paper that takes pencil and eraser easily. Scheduled to ship in July 2021.

5E COMPATIBLE (5)

MKG 270 .....\$19.99

CYPHER SYSTEM COMPATIBLE (5)

MKG 283 .....\$19.99



NOT FINAL ART

MR. B GAMES



JOURNEY OF THE EMPEROR

In Journey of the Emperor, you take on the role festival organizers, attempting to create the best experience for the Emperor and his guests at the Qingming Festival. Each group of guests wishes to travel during the festival and see different things on their walk along the river from the castle to the sea. Scheduled to ship in April 2021.

MIB 1028 .....\$25.99

OSPREY GAMES



SIGIL & SHADOW

Set in a mirror of our own world, Sigil & Shadow is a roleplaying game of urban fantasy and occult horror in which players take on the roles of illuminated heroes and shadowed monsters to face the rising tide of supernatural forces. Ancient nightmares lurk behind the closed doors of board rooms, entities from beyond time prowl the city streets, forgotten rituals are reborn as viral memes. Do you take a stand against the encroaching shadows? Or do you seek their power for yourself?

OSP 844835 .....\$35.00

NOISY LLAMA GAMES



DUELING LLAMAS

You and your fellow Llama ranchers will be dueling it out to be the first player to collect 5 llamas in your herd. But don't get too confident! All it takes is one sneaky Ninja Llama to upset your herd! Scheduled to ship in August 2021.

NLG DL001 .....\$25.00

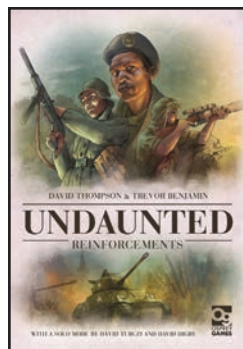




**UNDAUNTED: REINFORCEMENTS - OPERATION TORCH EXPANSION**

Designed by David Thompson and Trevor Benjamin, and with illustrations by Roland MacDonald, this modular expansion for *Undaunted: Normandy* and *Undaunted: North Africa* is packed with new units, rules, and scenarios that will test even the most skilled tacticians.

OSP 847300 .....\$40.00

**PAIZO PUBLISHING****PATHFINDER RPG: ADVENTURE PATH - STRENGTH OF THOUSANDS PART 2 - SPOKEN ON THE SONG WIND (P2)**

*Spoken on the Song Wind* is a Pathfinder adventure for four 4th-level characters by Quinn Murphy. This adventure continues the *Strength of Thousands* Adventure Path, a six-part, monthly campaign in which the heroes rise from humble students to influential teachers, and ultimately decide the fate of the Magaambya. This adventure also presents several Mwangi folktales, as well as new monsters and new rules from the Song-Wind City! Scheduled to ship in August 2021.

PZO 90170 .....\$24.99

**PATHFINDER RPG: BESTIARY 3 BATTLE CARDS (P2)**

Add legions of monstrous foes to your collection with this massive set of reference cards, featuring over 300 monsters: every monster from *Pathfinder Bestiary 3*! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, full color image of a *Bestiary 3* monster on one side, while the other side provides that monster's statistics for quick and easy reference. Scheduled to ship in August 2021.

PZO 2226 .....\$59.99

**STARFINDER RPG: ADVENTURE PATH - HORIZONS OF THE VAST 2 - SERPENTS IN THE CRADLE**

This adventure continues the *Horizons of the Vast* Adventure Path, a six-part, bimonthly campaign in which the heroes are at the forefront of exploring and charting a newly

discovered world filled with mystery. This volume also includes a look at the shady Aspis Consortium, relics of a philosophy of balance and renewal, and a selection of diverse alien creatures. Scheduled to ship in August 2021.

PZO 7241 .....\$22.99

**STARFINDER RPG: FLIP-TILES - CITY ALIEN QUARTER EXPANSION**

Sometimes adventure takes you to the alien side of town. Next time your players are looking for a taste of off-world cuisine and culture while in the big city, they won't have to wait while you draw every doorway and room. *Starfinder Flip-Tiles: City Alien Quarter Expansion* provides beautifully illustrated 6' x 6' map tiles that can be used to expand your city with a neighborhood fit for extraterrestrial habitation! Inside, you'll find 24 richly crafted, double-sided map tiles. Scheduled to ship in August 2021.

PZO 7508 .....\$19.99

**STARFINDER RPG: TECH REVOLUTION HARDCOVER**

Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing *Starfinder's* newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Scheduled to ship in August 2021.

PZO 7117 .....\$39.99

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GAMES

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**PRE-ORDER** COMING 6.16.21

### BREW

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!

45+ 2-4 10+

PAN202108 ..... \$29.95



### UMBRA VIA

- Winner of the 2019 Cardboard Edison award.
- Secretly bid on tiles to build and control the board
- A game of balance and anticipation!

30+ 2-4 8+

PAN202011 ..... \$39.95



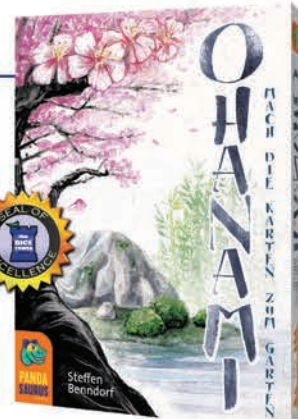
**! NEW RELEASE**

### THE GAME: FACE TO FACE

- Two-player version of the best-selling **The Game**.
- Be the first to play all 60 cards in your deck.
- You'll have to help each other, but there can be only one winner!

20 2 8+

PAN202015 ..... \$14.95



**BACK IN STOCK**

### OHANAMI

- Unique drafting set collection game!
- A competitive twist on the best-selling **The Game**.
- A best seller in Germany and France!

20 2-4 8+

PAN202013 ..... \$14.95



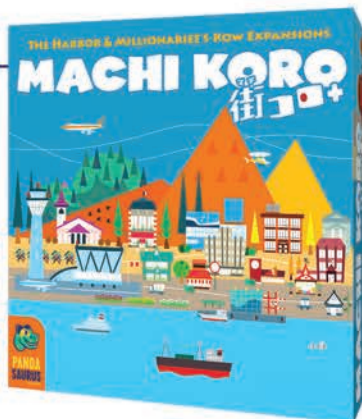
**BEST SELLER**

### MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.

30 2-4 8+

PAN201821 ..... \$29.95



**BACK IN STOCK**

### MACHI KORO EXPANSION

- Add a fifth player to your games of Machi Koro!
- Adds new ways to play and variable set-up instructions!
- Includes both the Harbor and Millionaire's Row expansions!

30+ 2-5 10+

PAN201905 ..... \$29.95







**BEST SELLER**

## THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.

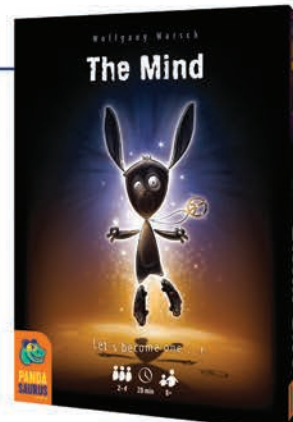


PAN201820 ..... \$12.95

**BEST SELLER**

## THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 ..... \$12.95



**BACK IN STOCK**

## DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—but manage customer casualties!
- Now includes THREE different types of dino meeples!



PAN201703 ..... \$59.95



## TAMMANY HALL

- The best seller is back!
- Fun negotiation game.
- Great player interaction!
- Top 400 strategy game on Board Game Geek.



PAN202012 ..... \$49.95



**BEST SELLER**

## SONORA

- Flick discs into the right quadrant to score points on your dry erase sheet!
- Stunning art and exciting player interaction.
- A blast for both families and gamers!



PAN202005 ..... \$29.95

## GODS LOVE DINOSAURS

- From the designer of Magic Maze.
- Fun domino-like tile-laying.
- Control a food-chain from top to bottom!



PAN202016 ..... \$39.95





# SPOTLIGHT ON

## POKÉMON TCG: SWORD & SHIELD - CHILLING REIGN BOOSTER DISPLAY (36)

Seize the advantage with Pokémon of the frozen lands, with the powerful Ice Rider Calyrex VMAX and Shadow Rider Calyrex VMAX plus the Galarian forms of Articuno, Zapdos, and Moltres! Phantom hauntings, howling blizzards, and wild battles expand the realms of your Pokémon strategy with new powers and new possibilities. Press on despite ghostly opposition and claim total victory in the land of spectral snow with the Pokémon TCG: Sword & Shield - Chilling Reign expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17780846.....PI



# SPOTLIGHT ON



## POKÉMON TCG: SWORD & SHIELD - CHILLING REIGN BUILD & BATTLE BOX (DISPLAY 10)

Includes a 23-card Evolution pack featuring key cards from current and prior sets including 1 of 4 alternate-art promo cards, 4 Pokémon TCG: Sword & Shield - Chilling Reign booster packs, and a deck-building tip sheet. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17780860.....PI

# SPOTLIGHT ON



## POKÉMON TCG: SWORD & SHIELD - CHILLING REIGN CHECKLANE BLISTER CARTON (16)

Seize the advantage with Pokémon of the frozen lands, with the powerful Ice Rider Calyrex VMAX and Shadow Rider Calyrex VMAX plus the Galarian forms of Articuno, Zapdos, and Moltres! Phantom hauntings, howling blizzards, and wild battles expand the realms of your Pokémon strategy with new powers and new possibilities. Press on despite ghostly opposition and claim total victory in the land of spectral snow with the Pokémon TCG: Sword & Shield - Chilling Reign expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17780851.....PI

# SPOTLIGHT ON



## POKÉMON TCG: SWORD & SHIELD - CHILLING REIGN ELITE TRAINER BOX

Contains 8 Pokémon TCG: Sword & Shield - Chilling Reign booster packs, 65 card sleeves featuring Ice Rider Calyrex or Shadow Rider Calyrex, 45 Pokémon TCG Energy cards, a players guide to the Sword & Shield - Chilling Reign expansion, a Pokémon TCG rulebook, a 6 damage-counter dice, a competition-legal coin-flip die, 2 acrylic condition markers, a collectors box to hold everything, with 4 dividers to keep it organized, and a code card for the Pokémon Trading Card Game Online.

PUI 17780863.....PI

# SPOTLIGHT ON



## POKÉMON TCG: SWORD & SHIELD - CHILLING REIGN MINI PORTFOLIO DISPLAY (12)

Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a booster pack from the new Pokémon TCG: Sword & Shield - Chilling Reign expansion, so you can start filling it up right away! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17780859.....PI

# SPOTLIGHT ON



## POKÉMON TCG: SWORD & SHIELD - CHILLING REIGN SLEEVED BOOSTER CASE (144)

Seize the advantage with Pokémon of the frozen lands, with the powerful Ice Rider Calyrex VMAX and Shadow Rider Calyrex VMAX plus the Galarian forms of Articuno, Zapdos, and Moltres! Phantom hauntings, howling blizzards, and wild battles expand the realms of your Pokémon strategy with new powers and new possibilities. Press on despite ghostly opposition and claim total victory in the land of spectral snow with the Pokémon TCG: Sword & Shield - Chilling Reign expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17780847.....PI

# SPOTLIGHT ON



## POKÉMON TCG: SWORD & SHIELD - CHILLING REIGN THREE-BOOSTER BLISTER

Seize the advantage with Pokémon of the frozen lands, with the powerful Ice Rider Calyrex VMAX and Shadow Rider Calyrex VMAX plus the Galarian forms of Articuno, Zapdos, and Moltres! Phantom hauntings, howling blizzards, and wild battles expand the realms of your Pokémon strategy with new powers and new possibilities. Press on despite ghostly opposition and claim total victory in the land of spectral snow with the Pokémon TCG: Sword & Shield - Chilling Reign expansion!

PUI 17780850.....PI

## Q-WORKSHOP

### DICE BAG: THE WITCHER

Scheduled to ship in August 2021.



### DANDELION, THE STARS ABOVE THE PATH

QWS BWDA162.....\$15.00



### GERALT, SCHOOL OF THE WOLF

QWS BWGE161.....\$15.00



### YENNEFER, THE LAST WISH

QWS BWYE163.....\$15.00



## JAPANESE DICE SET (7)

Scheduled to ship in August 2021.



**BLUE STAR LOTUS**  
QWS SKAN3Z .... \$17.00



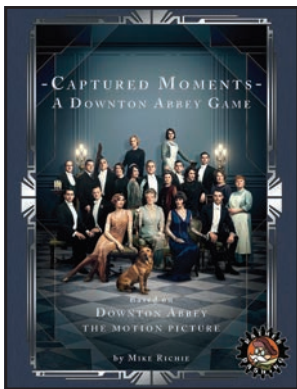
**CHERRY BLOSSOMS  
PETALS**  
QWS SKAN3Y .... \$17.00



**DEEP NIGHT FIREFLY**  
QWS SKAN4A .... \$17.00

## RATHER DASHING GAMES

OFFERED AGAIN



### O/A CAPTURED MOMENTS - A DOWNTON ABBEY GAME

*Captured Moments* is a light yet accessible card game set against the rich backdrop of the *Downton Abbey* motion picture. Catering to those who both watch *Downton* and play card games, *Captured Moments* is very competitive while remaining conversational and light hearted with just enough player interaction and 'take that' mechanics to remain fully engaging game after game!

RDG DACM..... \$29.99

## REDSHIFT GAMES

### TACOPCALYPSE

Across the barren and radioactive landscape of a post nuclear world a plume of dust and a silvery glint arises on the horizon. Hope is not lost in this desolate desert of street food, for lo, the last surviving taco truck has arrived providing crunchy or soft shelled relief in this desperate hour of the *Tacopocalypse*!

RDS 1040..... \$11.99

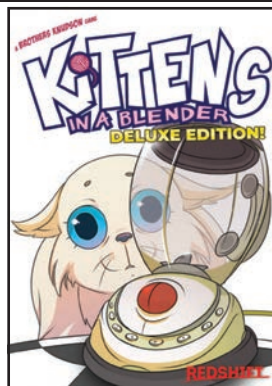
OFFERED AGAIN



### O/A UNICORN STEW

THE KING IS HUNGRY! The problem is, he's not sure what he wants. In fact, he's never sure what he wants. The best he can ever do is let the local chefs know that today he's feeling kind of "gourmet and Ogreish..." or "something quick and Dragony" *Unicorn Stew* is a fast game of gastronomical creations. Match the King's fickle needs the best while sabotaging your opponents in this game of macabre menu trick taking!

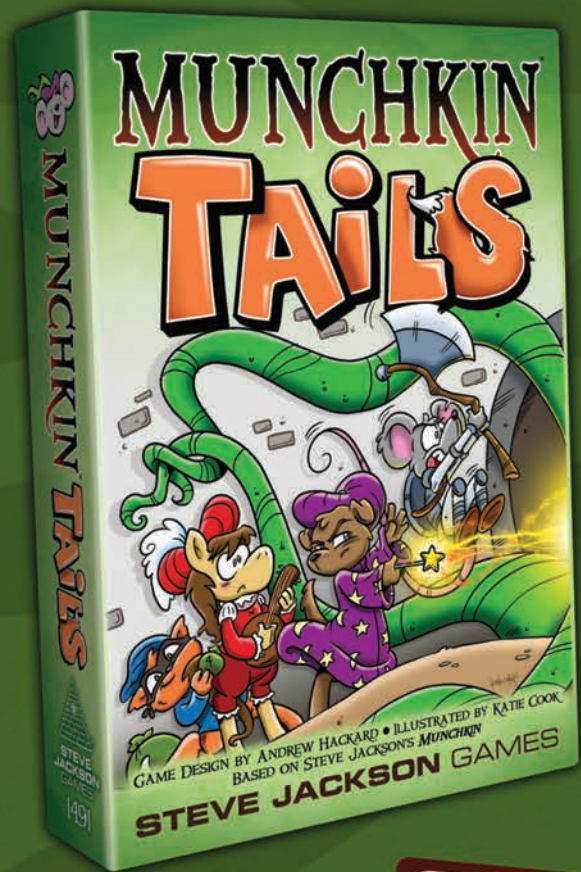
RDS 1020..... \$11.99



### O/A KITTENS IN A BLENDER DELUXE EDITION

*Kittens in a Blender* returns better than ever with even more unthinkable consequences. This *Deluxe Edition* packages the game in a swanky kitten resistant tin box and includes the 5-6 player expansion *More Kittens in a Blender* adding flavors, double kitten cards and some new suPURRpowers! (Sorry, couldn't resist.)

RDS 1003..... \$19.99



**MUNCHKIN HAS GONE  
TO THE DOGS ...  
PLUS FOXES, MICE,  
AND PONIES!**



#PLAYMUNCHKIN

STEVE JACKSON GAMES



munchkin.game

GAMES

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GM

JUN 2021

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# GAMES

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**NEW!**  
**RELEASE!**

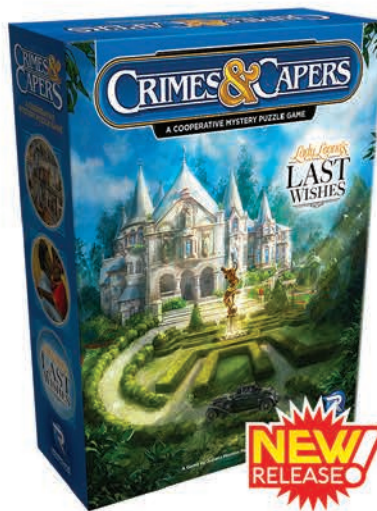
FAMILY

## CRIMES & CAPERS: HIGH SCHOOL HIJINKS

- Solve the mystery of your 90's high school friend before she's expelled!
- Combines murder mystery parties with escape room style puzzling.
- Cooperative!

RGS02234.....\$32

**AUGUST RELEASE!**



**NEW!**  
**RELEASE!**

FAMILY

## CRIMES & CAPERS: LADY LEONA'S LAST WISHES

- Hunt for Lady Leona's hidden treasure!
- Murder mystery meets escape room!
- No special skills or prior knowledge are required!

RGS02235.....\$32

**AUGUST RELEASE!**



**NEW!**  
**RELEASE!**

FAMILY

## GRAVWELL 2ND EDITION

- Escape a black hole using limited propulsion!
- Adds unique powers for each ship.
- Increases the player count to 6 players!

RGS02242.....\$40

**JUNE RELEASE!**



**REPRINT**

FAMILY

## THE FOX IN THE FOREST

- Familiar trick-taking mechanics with unique character powers.
- Compact size is perfect for travel.
- Don't be too greedy! More tricks won't always win the game!

RGS00574.....\$15

**AVAILABLE NOW**



**REPRINT**

FAMILY

## THE SEARCH FOR PLANET X

- Take on the role of astronomers searching for a hidden planet!
- Free Companion App provides logic rules and results.
- Uncover objects, publish theories, and find Planet X!

RGS02079.....\$40

**AVAILABLE NOW**



**NEW!**  
**RELEASE!**

STRATEGY

## TRANSFORMERS DECK-BUILDING GAME

- Explore the Matrix in this unique deck building experience
- Transform between different modes to battle the Decepticons
- Play competitively or as a solo/cooperative game

RGS02236.....\$45

**AUGUST RELEASE!**



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ROLE-PLAYING

**SABBAT: THE BLACK HAND**

- Includes descriptions of the Paths of Enlightenment, the foundations of Sabbat identity.
- Contains information on the Gehenna War, and how the Sabbat opposes the dread Antediluvians.
- New tools to expand your chronicles, including Discipline powers, versatile antagonists, and the horrifying Rite of the Black Hand.

RGS00000.....\$45

MATURE CONTENT

**AUGUST RELEASE!**

ROLE-PLAYING

**VAMPIRE: THE MASQUERADE  
STORYTELLER'S SCREEN & TOOLKIT**

- Beautiful artwork that wraps around the outer facing 4 panels of the screen.
- Contains reference tables and key rules
- Includes a 32-page Storyteller booklet containing tools and advice on creating and running a Vampire: The Masquerade chronicle.

RGS09385.....\$28

MATURE CONTENT

**AUGUST RELEASE!**

MINIATURE

**POWER RANGERS HEROES OF THE GRID  
BASE GAME**

- Defeat Rita Repulsa's evil army of monsters to save Angel Grove!
- Work together to battle incoming foe!
- Gain experience to call your Zords into action!

RGS00850.....\$90

14+ 2-5 45-60

**AVAILABLE NOW****NEW!  
RELEASE!**

MINIATURE

**POWER RANGERS HEROES OF THE GRID  
SQUATT & BABOO CHARACTER PACK**

- Introduce mayhem to your game with Squatt & Baboo!
- Both miniatures are large scale and detailed!
- Requires Power Rangers: Heroes of the Grid to play.

RGS02165.....\$20

14+ 2-5 45-60

**JUNE RELEASE!****NEW!  
RELEASE!**

MINIATURE

**POWER RANGERS HEROES OF THE GRID  
LEGENDARY RANGERS FOREVER RANGERS**

- Upgrade your Dinozords to Thunderzords!
- Includes all new combat decks and character sculpts!
- Requires Power Rangers: Heroes of the Grid to play.

RGS02166.....\$40

14+ 2-5 45-60

**JUNE RELEASE!****NEW!  
RELEASE!**

MINIATURE

**POWER RANGERS HEROES OF THE GRID  
VILLAIN PACK #3: LEGACY OF EVIL**

- Two new Bosses: Thrax and Divatox!
- Adds Pirantishead, Terror Toad, & King Sphinx!
- Requires Power Rangers: Heroes of the Grid to play.

RGS02167.....\$40

14+ 2-5 45-60

**JUNE RELEASE!**





JIGSAW PUZZLE

## SCOTT PILGRIM: JIGSAW PUZZLES

Scott Pilgrim #1: Evil Exes Puzzle RGS02285   Scott Pilgrim #2: Pixel Art Puzzle RGS02286   Scott Pilgrim #3: Movie-Style Poster Puzzle RGS02287   Scott Pilgrim #4: Colorful Collage Puzzle RGS02288

- Unique and evocative art from artists Bryan Lee O'Malley and Paul Robertson.
- Collect the whole Scott Pilgrim series!   • 1000 pieces

MSRP: \$20 per puzzle

AUGUST RELEASE!



JIGSAW PUZZLE

## THE TEA DRAGON SOCIETY: JIGSAW PUZZLES

The Tea Dragon Society #1: Common Varieties of Tea Dragons RGS02289   The Tea Dragon Society #2: Circles Puzzle RGS02290

- Illustrated by the series creator, Kay O'Neill!
- Collect the whole Tea Dragon Society series!   • 1000 pieces

MSRP: \$20 per puzzle

AUGUST RELEASE!



JIGSAW PUZZLE

## POWER RANGERS: RISE OF THE PSYCHO RANGER JIGSAW PUZZLE

- Illustrated by famed artist, Dan Mora
- From the cover of the Rise of the Psycho Rangers expansion for Power Rangers: Heroes of the Grid
- 1000 pieces

RGS2198 ..... MSRP: \$20

AUGUST RELEASE!



WWW.RENEGADEGAMES.COM



## ROCK MANOR GAMES



### LAWYER UP

*Lawyer Up* is an asymmetrical two-player courtroom drama card game where one player is the noble prosecution and the other the steadfast defense. Each game begins with Discovery, where players draft vital evidence to support their case and bury evidence that might help their opponent. Next comes the Trial, where players call witnesses and play powerful arguments along with the evidence they drafted into their examinations. To form a coherent line of questioning, players will need to chain together their cards by matching bias symbols. The player who can best examine the Witness will spend Influence to sway the Jury to their side. Every game is different, but the lawyer with the best case and most convincing arguments will be sure to get the verdict they are after! Scheduled to ship in June 2021.

RMA 040 .....\$39.95



### LAWYER UP: GODFATHER

Since 1920, the Bureau of Prohibition has tried to curtail the rampant prostitution, gambling, bootlegging and liquor consumption in AC which all goes unenforced by local police. The Bureau's investigation has led to a slew of recent arrests and the evidence continues to pile up against Carmine and his racketeering enterprise. With 22 Witness cards, 6 Strategies, a 54 case deck, and a 24 card Dossier, The Godfather case challenges the Prosecution to prove that Carmine Monacelli's is racketeering in prohibition era Atlantic City. Scheduled to ship in July 2021.

RMA 041 .....\$15.00



### LAWYER UP: WITCH TRIAL

Between February 1692 and May 1693 more than two hundred people were accused of being witches in colonial Massachusetts. This case takes a look at this infamous time in America's history, where mass hysteria is taking hold of the judicial system. The Witch Trial does away with the jury and is instead lead by an angry mob who is ready to hang anybody they believe is a witch. The goal of the Prosecution is to hang 3 witnesses as witches before they run out of cards. The defense is scrambling to keep the mob under control and prevent a full blown witch hunt! Scheduled to ship in August 2021.

RMA 042 .....\$15.00



### MERCHANTS OF MAGICK: A SET A WATCH TALE

*Merchants of Magick* is a crunchy roll-and-write set in the Set a Watch world. In *Merchants of Magick*, you are the owner of a magic item shoppe, crafting items and researching spells to sell to the Adventurers of the Watch. Each round 4 polyhedral dice are rolled and you select 2 of them to craft items or research enchantments for your shoppe. As you craft items and research spells, you'll start stocking items and earn potions that let you manipulate the dice. Adventurers are traveling from shoppe to shoppe so you need to stock the exact items on the order cards in front of you. Scheduled to ship in August 2021.

RMA 120 .....\$29.95

## SKYBOUND ENTERTAINMENT

## SPOTLIGHT ON



### KIM JOY'S MAGIC BAKERY

Your favorite British Baker, Kim-Joy, has moved to a magical forest and opened up a small bakery. Now she needs your help to keep customers happy. From sly foxes to needy cats, gossiping ducks to clumsy dinosaurs, you're about to have your hands full keeping this bakery running smoothly! Scheduled to ship in August 2021.

SKY 4310 .....\$20.00

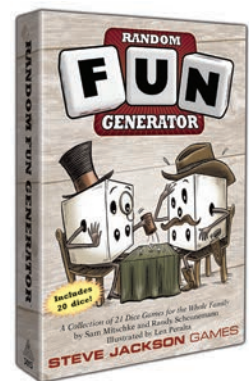
## STEVE JACKSON GAMES



### HEX BASES

From *Dungeon Fantasy* and *The Fantasy Trip* to *Munchkin Quest* and *Wiz-War* no matter what your RPG or boardgame of choice may be, these hex bases will hold your characters and game pieces securely in place. Scheduled to ship in August 2021.

SJG 4954 .....\$8.95



### RANDOM FUN GENERATOR

21 Dice Games That Are... A Little Different! Fast-playing dice games for groups of all sizes, ages, and gaming experience. All you'll need to add is paper and a pencil for keeping score. Grab some friends, pick a page, and get rolling! Scheduled to ship in August 2021.

SJG 3013 .....\$19.95

## STONEMAIER GAMES



### WINGSPAN: SPECKLED EGGS

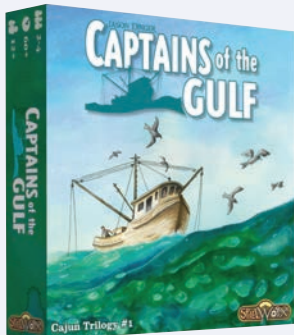
These 100 speckled eggs (10 egg tokens in 10 different color combinations) showcase some of the beautiful eggs created by birds of the world. They are the same size, texture, and material as other *Wingspan* eggs.

STM 904 .....\$20.00



## STRONGHOLD GAMES

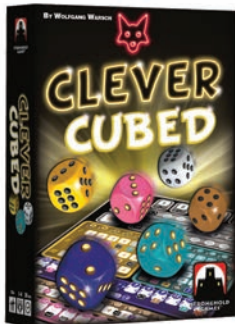
### SPOTLIGHT ON



#### CAPTAINS OF THE GULF

*Captains of the Gulf* is a thematic action selection game, full of flavor. In the game, 2-4 players each operate a fishing boat in the Gulf of Mexico, hoping to make the largest profit over eight game turns. The players try to upgrade their fishing boat, add crew members, then move out to fish crabs, oysters, and shrimp, after which they need to deliver them to ports. Cards are multi-purpose; they are added to a players mat on top (licenses), at the left side (crew), or at the right side (boat upgrade). Moreover, when you fish you need to play them out of your hand. Scheduled to ship in August 2021.

SHG COTG02 ..... \$69.99



#### CLEVER CUBED

A follow up game to the smash hit *That's Pretty Clever!* *Clever Cubed* comes with all new challenges, all new decisions, and all new twists that will have to be navigated in order to maximize your score! In this installment, timing is everything. Even the order in which you take your dice can change your results! So stay sharp, choose your dice carefully, and prove to everyone just how clever you are! Scheduled to ship in July 2021.

SHG SSCC1 ..... \$19.95

## THAMES & KOSMOS

### ADVENTURE GAMES: THE GRAND HOTEL ABADDON

It's been a long year, and you've been looking forward to a nice, relaxing vacation at the Grand Hotel Abaddon. But what started out as a quiet retreat has become something else entirely. Strange things have been happening all around you. Could ghosts be behind these mysterious incidents, as the other guests and hotel staff seem to believe, or is there a more rational explanation? *The Grand Hotel Abaddon* is a cooperative adventure game, played over three chapters. During the game, the choices you make determine what happens next. Explore the hotel, question guests, investigate rooms, and wander hidden passageways. Scheduled to ship in July 2021.

TAK 695134.....\$19.95



### THE DRAGON AND FLAGON: THE BREW THAT IS TRUE EXPANSION

*Dragon and Flagon* is a chaotic, fantasy tavern brawl where adventurers of all kinds battle their way to glory in the bar fight to end all bar fights. Each character has their own set of abilities that they can program into their action queue to help them come out of the battle with a glowing reputation. *The Brew That is True* expansion includes three new additions to the game - nine new characters with unique capabilities, magical potions with a variety of wild and unpredictable effects, and bookshelves that can be sent toppling and change the layout of the bar entirely! All the components of this expansion can be mixed and matched as desired with everything from the original *Dragon and Flagon*! Scheduled to ship in August 2021.

SHG DFE1 ..... \$39.99



#### ISLANDS IN THE MIST

Travel in your hot air balloon and discover the terrain below. Make use of the local winds skillfully to save the precious energy you need to speed up or slow down. Travel against the wind when you must to attain the end you have in view. Scheduled to ship in May 2021.

SHG SLM01.....\$49.99

## SPOTLIGHT ON



#### FANGS

What team is the player sitting next to me on? Are they a blood-sucking vampire? A ferocious werewolf? Or just a hapless chump trying not to get bitten? And what team do they think I'm on?! In *Fangs*, its werewolves v. vampires v. humans. This thrilling social deduction party game challenges players to determine which one of these three secret roles each other player has assumed. Since you don't know who you can trust when the game begins, you must attempt to conceal your role from the other players while working to identify your allies and your enemies. Scheduled to ship in July 2021.

TAK 680046..... \$19.95

### UBONGO: THE BRAIN GAME TO GO

In this fast-paced, addictive, and easy-to-learn puzzle game, you race the clock to fit a set of interlocking tiles perfectly into a specific area. Based on the original hit board game *Ubongo*, this compact version features 15 colorful plastic tiles, 20 puzzle cards with over 200 puzzles, and a plastic game board that doubles as a durable travel case. Slide in a puzzle card and give your brain a workout! The puzzles get progressively more challenging as you go. Pass the game around to challenge your family and friends. Who is the master layout artist and who is spatially challenged? Scheduled to ship in July 2021.

TAK 696187..... \$14.95



### THE CREW: MISSION DEEP SEA

In this highly-anticipated followup to the original cooperative card game winner of the 2020 *Kenner Spiel des Jahres* players work together to search for the lost continent of Mu. This new adventure takes your crew deep down into the abyss on a search for the fabled sunken land. How far you get depends entirely on how well you work together as a team. Card by card, trick by trick, your search party will discover the challenges that lie ahead and forge a path to Mu. This new version of *The Crew* has the same innovative cooperative trick-taking mechanic as the highly lauded original game but with some exciting new surprises! Scheduled to ship in July 2021.

TAK 691869.....\$14.95

## ULTRA PRO INTERNATIONAL

### DUNGEONS & DRAGONS RPG: CLASS FOLIOS

#### WITH STICKERS

Scheduled to ship in July 2021.



#### ARTIFICER

UPI 18591..... PI



#### BARBARIAN

UPI 18592..... PI





**BARD**  
UPI 18593..... PI



**PALADIN**  
UPI 18598..... PI



**CLERIC**  
UPI 18594..... PI



**RANGER**  
UPI 18599..... PI



**DRUID**  
UPI 18595..... PI



**ROGUE**  
UPI 18600..... PI



**FIGHTER**  
UPI 18596..... PI



**SORCERER**  
UPI 18601..... PI



**MONK**  
UPI 18597..... PI



**WARLOCK**  
UPI 18602..... PI

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**WIZARD**  
UPI 18603..... PI

**MAGIC THE GATHERING  
CCG: MYSTICAL  
ARCHIVE PLAYMATS**  
Scheduled to ship in July 2021.



**ABUNDANT HARVEST**  
UPI 18718..... PI



**ADVENTUROUS IMPULSE**  
UPI 18702..... PI



**AGONIZING REMORSE**  
UPI 18680..... PI



**APPROACH OF THE SECOND SUN**  
UPI 18664..... PI



**BLUE SUN'S ZENITH**  
UPI 18676..... PI



**BRAINSTORM**  
UPI 18667..... PI



**CHANNEL**  
UPI 18716..... PI



**CHAOS WARP**  
UPI 18701..... PI



**CLAIM THE FIRSTBORN**  
UPI 18692..... PI



**COMPULSIVE RESEARCH**  
UPI 18668..... PI



**COUNTERSPELL**  
UPI 18669..... PI



**CULTIVATE**  
UPI 18704..... PI



**DARK RITUAL**  
UPI 18660..... PI



**DAY OF JUDGMENT**  
UPI 18675..... PI



**DEFIANT STRIKE**  
UPI 18661..... PI



**DEMONIC TUTOR**  
UPI 18688..... PI



**DESPARK**  
UPI 18709..... PI



**DIVINE GAMBIT**  
UPI 18663..... PI



**DOOM BLADE**  
UPI 18684..... PI



**DURESS**  
UPI 18681..... PI



**ELECTROLYZE**  
UPI 18710..... PI



**ELIMINATE**  
UPI 18683..... PI



**EPHEMERATE**  
UPI 18659..... PI



**FAITHLESS LOOTING**  
UPI 18686..... PI



**GIFT OF ESTATES**  
UPI 18665..... PI



**GODS WILLING**  
UPI 18657..... PI



**GRAPESHOT**  
UPI 18696..... PI



**GROWTH SPIRAL**  
UPI 18711..... PI





# GAMES

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## HARMONIZE

UPI 18706..... PI



## MANA TITHE

UPI 18658..... PI



## INCREASING VENGEANCE

UPI 18705..... PI



## MEMORY LAPSE

UPI 18670..... PI



## INFURIATE

UPI 18693..... PI



## MIND'S DESIRE

UPI 18678..... PI



## INQUISITION OF KOZILEK

UPI 18685..... PI



## MIZZIX'S MASTERY

UPI 18700..... PI



## KROSAN GRIP

UPI 18717..... PI



## NATURAL ORDER

UPI 18715..... PI



## LIGHTNING BOLT

UPI 18697..... PI



## NEGATE

UPI 18671..... PI



## LIGHTNING HELIX

UPI 18712..... PI



## OPT

UPI 18672..... PI



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**PRIMAL COMMAND**  
UPI 18714..... PI



**STONE RAIN**  
UPI 18698..... PI



**THRILL OF POSSIBILITY**  
UPI 18695..... PI



**4-POCKET PORTFOLIO**  
UPI 15724..... PI



**PUTREFY**  
UPI 18713..... PI



**STRATEGIC PLANNING**  
UPI 18673..... PI



**TIME WARP**  
UPI 18677..... PI



**9-POCKET PORTFOLIO**  
UPI 15725..... PI



**REGROWTH**  
UPI 18707..... PI



**WORDS TO PLOWSHARES**  
UPI 18656..... PI



**URZA'S RAGE**  
UPI 18699..... PI



**REVITALIZE**  
UPI 18662..... PI



**TAINTED PACT**  
UPI 18689..... PI



**VILLAGE RITES**  
UPI 18682..... PI



**9-POCKET PRO-BINDER**  
UPI 15729..... PI



**SHOCK**  
UPI 18694..... PI



**TEFERI'S PROTECTION**  
UPI 18666..... PI



**WEATHER THE STORM**  
UPI 18708..... PI



**65CT DECK PROTECTOR SLEEVES**  
UPI 15727..... PI



**SIGN IN BLOOD**  
UPI 18690..... PI



**TENDRILS OF AGONY**  
UPI 18691..... PI



**WHIRLWIND DENIAL**  
UPI 18674..... PI

**POKÉMON TCG: GALLERY  
SERIES SEASIDE**  
Scheduled to ship in July 2021.



**SNAKESKIN VEIL**  
UPI 18703..... PI



**TEZZERET'S GAMBIT**  
UPI 18679..... PI



**2' ALBUM**  
UPI 15726..... PI



**ALCOVE FLIP DECK BOX**  
UPI 15766..... PI





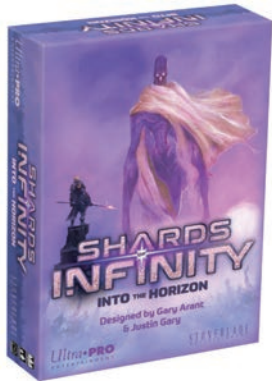
#### FULL VIEW DECK BOX

UPI 15728..... PI



#### PLAYMAT

UPI 15723..... PI



#### SHARDS OF INFINITY: INTO THE HORIZON EXPANSION

The shards have awoken... You are a Shard Master and time is running short. Monsters called the Ingeminex slaughter your people, foreign armies gather at your borders, and every night you can hear your shard whispering in your dreams. 'The last war is here,' it says. 'I offer you the power to crush your enemies, to gather all the shards, and rule the world. Will you take it, or will you be destroyed?' *Into the Horizon* is an expansion to the critically acclaimed *Shards of Infinity* Deckbuilding Game. Scheduled to ship in May 2021.

UPE 10169..... PI

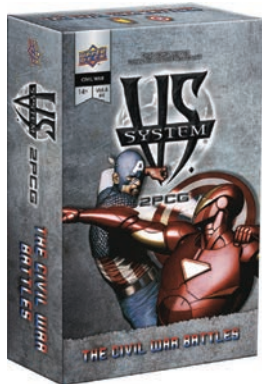
#### SPEEDY DOC

Get ready for his surprises! Speedy Doc leads the game and decides what's next. Find something that matches the topic. No time to lose - only the quickest will remain. 500 topics for unlimited fun. Scheduled to ship in July 2021.

UPE 10286..... PI



### UPPER DECK ENTERTAINMENT



#### VS SYSTEM 2PCG: MARVEL - THE CIVIL WAR BATTLES (1 OF 3)

Welcome to our new Giant-Sized Starter! The *Civil War Battles* is the first issue of the 3-part *Civil War* story arc. A conflict has been brewing between Iron Man and Captain America for their stances on the Superhero Registration Act. As it begins to bubble over it will turn the entire world into a battleground for the world's most powerful superheroes! Friend against friend and brother against brother, which side will you choose? Scheduled to ship in May 2021.

UDC 95326..... PI

#### VS SYSTEM 2PCG: MARVEL - SECRET AVENGERS (2 OF 3)

*Secret Avengers* is the second issue of the *Civil War* story arc. The Secret Avengers are on the front lines to bolster Captain America's resistance force. Join Cap in assembling a covert and powerful squad of superheroes loyal to the cause to counter the grave threats to superhero liberty! Scheduled to ship in May 2021.

UDC 95328..... PI



# TALISMAN

## ADVENTURES

### Fantasy Roleplaying Game

## Available now!

Talisman Adventures Fantasy Roleplaying Game © Games Workshop Limited 2020. GW, Games Workshop, Warhammer, Talisman, Talisman Revised 4th Edition, Talisman Adventures Fantasy Roleplaying Game and their associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. All rights reserved.

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GAMES

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### VS SYSTEM 2PCG: MARVEL - THUNDERBOLTS (3 OF 3)

In this final installment to the *Civil War* story arc, hero on hero conflict reaches a fevered pitch as Iron Man forges new and questionable alliances with reformed super villains. This unbelievably powerful Thunderbolts team will lead the charge in hunting down and capturing the renegade heroes. Scheduled to ship in June 2021.

UDC 95330.....PI

### USAOPOLY



#### CODED CHRONICLES: THE GOONIES - ESCAPE WITH ONE-EYED WILLY'S RICH STUFF

Scheduled to ship in August 2021.

USO ER010718.....PI



#### DICE SET: D6 GAME OF THRONES PREMIUM (6)

Scheduled to ship in August 2021.

USO AC104375.....PI



#### MONOPOLY: QUEEN (SQUARE BOX)

Scheduled to ship in August 2021.

USO MN073693.....PI

#### MOUNTAINS OUT OF MOLEHILLS

Scheduled to ship in August 2021.

USO HB145745.....PI



#### MONOPOLY: SCHITT'S CREEK

Scheduled to ship in August 2021.

USO MN146748.....PI

#### PUZZLE: CRITICAL ROLE #2 1000PCS

Scheduled to ship in August 2021.

USO PZ139673.....PI

#### PUZZLE: QUEEN 1000PCS

Scheduled to ship in August 2021.

USO PZ073693.....PI



#### TRIVIA BID TO WIN: JURASSIC PARK

Scheduled to ship in August 2021.

USO TR051383.....PI

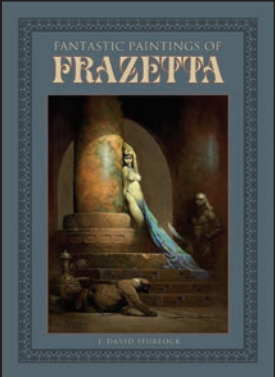


#### TRIVIAL PURSUIT: IT'S ALWAYS SUNNY IN PHILADELPHIA

Scheduled to ship in August 2021.

USO TP006688.....PI

### VANGUARD PRODUCTIONS



#### FANTASTIC PAINTINGS OF FRAZETTA HARDCOVER

Landmark new collection from world's greatest fantasy artist, cited by the *New York Times*, *Forbes*, *Los Angeles Times* inspired generations including *Conan* films, *John Carter of Mars*, *Lord of the Rings*, *Dusk Till Dawn*, *Game of Thrones*, and *Star Wars*. This large coffee-table book features classic and rare art. See the revolutionary art that inspired Arnold Schwarzenegger, Jason Momoa, the *Lord of the Rings* and *Game of Thrones*: *Frazetta!* Scheduled to ship in July 2021.

DIA STL150031.....PI

### WARLORD GAMES

#### VICTORY AT SEA

Scheduled to ship in April 2021.



#### HMS ARK ROYAL

WL7 742412010.....PI



#### ROYAL NAVY AIRCRAFT

WL7 742412024.....PI



#### KRIEGSMARINE AIRCRAFT

WL7 742411033.....PI



#### TIRPITZ

WL7 742411011.....PI

### WIZARDS OF THE COAST



## FEATURED ITEM

## DUNGEONS & DRAGONS

### ADVENTURES IN THE FORGOTTEN REALMS

#### MAGIC THE GATHERING CCG: ADVENTURES IN THE FORGOTTEN REALMS

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BUNDLE WOC C87480000	.....PI
COLLECTOR BOOSTER (12) WOC C87500000	.....PI
DRAFT BOOSTER (36) WOC C87460000	.....PI
SET BOOSTER (30) WOC C87550000	.....PI
THEME BOOSTER (12) WOC C87540000	.....PI



## FEATURED ITEM

## MODERN HORIZONS II

#### MAGIC THE GATHERING CCG: MODERN HORIZONS 2

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BUNDLE WOC C97560000	.....PI
COLLECTOR BOOSTER (12) WOC C78540000	.....PI
DRAFT BOOSTER (36) WOC C78530000	.....PI
SET BOOSTER (30) WOC C97540000	.....PI

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**BEQUEST**

I, Dr. Schism, being of sinister mind and not-bad body, leave one bequest to my underlings. The gift of petty conflict! *Bequest* is a super-genius mix of drafting, set collection, and I Cut-You Choose mechanics, requiring players to use every ounce of their wits to outmaneuver their opponents, and come away with the largest share of Dr. Schism's estate! Each round, every player gets a hand of five cards that they'll need to split with their neighbor, representing some of Dr. Schism's assets. It could be Treasure, Gadgets, the deeds to Hideouts, or even Evidence of his misdeeds! You'll decide how to split the 5 cards, but split them wisely, as your neighbor will choose who gets which pile! Scheduled to ship in September 2021.

WZK 87547 .....\$49.99



**DUNGEONS & DRAGONS FANTASY MINIATURES:  
ICONS OF THE REALMS**

Scheduled to ship in July 2021.

**SPOTLIGHT ON**

**ADULT GREEN DRAGON  
PREMIUM FIGURE**

The D&D Icons of the Realms: Adult Green Dragon Premium Figure is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this green dragon is a great foe for any adventure! The most cunning and treacherous of true dragons, green dragons use misdirection and trickery to get the upper hand against their enemies. Nasty tempered and thoroughly evil, they take special pleasure in subverting and corrupting the good-hearted. In the ancient forests they roam, green dragons demonstrate an aggression that is often less about territory than it is about gaining power and wealth with as little effort as possible.

WZK 96055 .....\$69.99

**SPOTLIGHT**

**GARGANTUAN TIAMAT**

At over 14 inches tall, and with a wingspan over 28 inches long, Tiamat is sure to be the centerpiece of your hoard of miniatures. Scheduled to ship in September 2021.

WZK 96105 .....\$242.00

**FREE RADICALS**

In *Free Radicals*, players take control of one of the ten fully asymmetrical factions that make up the interconnected community of Sphere City, a thriving community built underneath The Sphere. The Sphere has inspired and powered an evolutionary leap in human technology and as their research is about to come to fruition, the factions are competing for influence and knowledge, each hoping to lead society into its next stage. Scheduled to ship in August 2021.

WZK 87525 .....\$59.99

# Kitchen Rush



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# GRAPHIC NOVELS

## BOOM ENTERTAINMENT



### BUFFY THE VAMPIRE SLAYER VOL. 01 TP

This is the Buffy Summers you know, who wants what every average teenager wants: friends at her new school, decent grades, and to escape her imposed destiny as the next in a long line of vampire slayers tasked with defeating the forces of evil. But her world looks a lot more like the one outside your window, as Jordie Bellaire (*Redlands*) and Russ Manning Award-winner Dan Mora (*Saban's Go Go Power Rangers*) bring Buffy into a new era with new challenges, new friends... and a few enemies you might already recognize.

DIA STL113444 .....\$14.99



### GO GO POWER RANGERS VOL. 02 TP

Jason, Kimberly, Zack, Trini, and Billy are well on their way to finding their place as the Mighty Morphin Power Rangers! Juggling school, extracurriculars, and budding romance, our favorite teen heroes have it all under control. But when Rita Repulsa's spies begin to infiltrate those close to the Rangers, Rita may have the deadliest weapon known to teens: high school drama. And don't miss the debut of the enigmatic Ranger Slayer. Collects issues 5-8. Scheduled to ship in August 2021.

DIA STL091933 .....\$16.99



### JIM HENSON POWER OF DARK CRYSTAL TP VOL. 01 TP

An official sequel to Jim Henson's cult classic fantasy film *The Dark Crystal*. Years have passed since the *Dark Crystal* was healed and peace was restored on Thra. Though Jen and Kira have ruled as King and Queen, they have become distracted by power. The planet is sick and those on the surface of Thra are not the only ones effected. A mysterious race of creatures called Firelings live in a realm near the planet's core, hidden from the Gelfling and their kingdom. A young Fireling named Thurma is tasked with stealing a shard of the Crystal to restore power to her world. Along the way she'll befriend the young Gelfling Kensho, conjure the Skeksis and Mystics, and embark on one incredible adventure. Scheduled to ship in August 2021.

DIA STL099127 .....\$16.99

## SPOTLIGHT ON

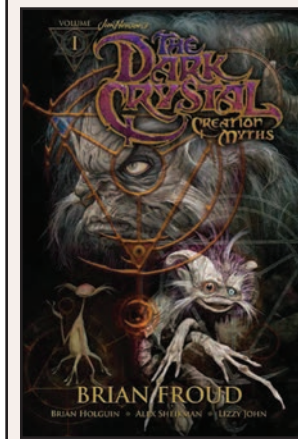


### MIGHTY MORPHIN POWER RANGERS TP VOL. 01 TP

Dive into the first collection of our best-selling, modern, ongoing *Mighty Morphin Power Rangers* series! After escaping Rita Repulsa's mind control, Tommy Oliver, the Green Ranger, joins the Power Rangers to combat the onslaught of evil attacks plaguing Angel Grove. Any semblance of a normal life is gone for Tommy now, but with his newfound family there lies hope for a brighter path. Collects issues #1-4, plus the prequel issue #0. Scheduled to ship in August 2021.

DIA STL013006 .....\$19.99

## SPOTLIGHT ON



### JIM HENSON DARK CRYSTAL VOL. 01 CREATION MYTHS TP

It's the official prequel to the beloved cult classic *The Dark Crystal* and with the series concept, character designs, and covers by legendary illustrator/concept artist Brian Froud, it's a must read for all Henson and fantasy fans. It's part one of a graphic novel prequel trilogy that delves into the origins of the Skeksis, Mystics, Gelflings, and the definitive origin of the *Dark Crystal* itself. It follows the creation of the planet Thra and its inhabitants and features the never-beforeseen character Raunip, the son of Aughra, created specifically for this series by Brian Froud. Scheduled to ship in August 2021.

DIA STK661148 .....\$14.99



### MUNCHKIN TP VOL. 02 TP

Kick open the door. Kill the monster. Steal the treasure. Screw over everybody you come in contact with. Welcome to the world of *Munchkin*! Based on the popular game series, *Munchkin* Vol. 2 collect stories from the world of the fantasy roleplaying satire, featuring a time traveler, Spyke and Flower relaxing for a movie night, and the duo adventuring through a post-apocalyptic world. Collects issues #5-8. Scheduled to ship in August 2021.

DIA STL000904 .....\$14.99

### POWER RANGERS VOL. 01 TP

The Unlimited Power Era begins here with a new team -and only Lord Drakkon can save them! Only the original Power Rangers, now known as the Omega Rangers Jason, Trini and Zack can hope to defeat a new cosmic threat, but their secret weapon is... the villainous Lord Drakkon?! But will Drakkon be their ally... or the one who dooms them all? Collects *Power Rangers* #1-4. Scheduled to ship in August 2021.

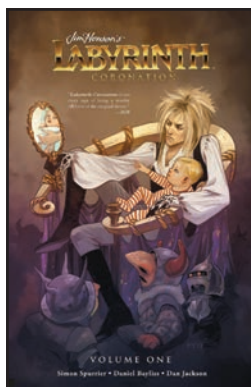
DIA STL180215 .....\$16.99



### JIM HENSON LABYRINTH CORONATION TP VOL. 01 TP

Long before Sarah ventured to save her baby brother from the clutches of the Goblin King, another young woman sought to save her child from an unknown fate within the Labyrinth. Simon Spurrier (*Coda*, *Jim Henson's The Power of the Dark Crystal*) and Daniel Bayliss (*Jim Henson's The Storyteller: Dragons, Big Trouble in Little China/Escapes from New York*) present a striking look into the mysteries of the Labyrinth itself, uncovering the fate of a small boy named Jareth who would one day be King. Collects issues #1-4 in a new softcover edition! Scheduled to ship in August 2021.

DIA STL144147 .....\$16.99



### REGULAR SHOW ORIGINAL GN VOL. 01 HYDRATION TP

It's another ridiculous adventure featuring the crazy antics of park employees Mordecai the Blue Jay and Rigby the raccoon as they try to beat the summer heat. The summer is turning into a roastfest and Mordecai and Rigby are desperate to find a way to cool down. But when a mystery pool suddenly appears and offers a chance to beat the heat, it's only a matter of time before these two best bros find themselves in totally waterlogged trouble. Scheduled to ship in August 2021.

DIA STK649664 .....\$12.99





### STEVEN UNIVERSE ONGOING VOL. 02 PUNCHING UP TP

Explore Beach City with Steven, Connie, and the Crystal Gems in this collected edition that includes stories about what Lion does while everyone else thinks he's sleeping, Pearl and Amethyst entering the wrestling ring, and that strange corn maze Peridot and Lapis have created near the barn. Collects issues #5-8. Scheduled to ship in August 2021.

DIA STL067982 .....\$14.99



### UMBRELLA ACADEMY VOL. 02 DALLAS TRADE PAPERBACK TP

The team is despondent following the near apocalypse created by one of their own and the death of their beloved mentor Pogo. So it's a great time for another catastrophic event to rouse the team into action. Trouble is—each member of the team is distracted by some very real problems of their own... leading to a blood-drenched face-off with maniacal assassins, and a plot to kill JFK! Scheduled to ship in August 2021.

DIA STK413177 .....\$17.99

## DARK HORSE COMICS

### AVATAR LAST AIRBENDER VOL. 01 PROMISE PT 1 TP

Scheduled to ship in August 2021.

DIA STL149995 .....\$12.99

### CALL OF DUTY ZOMBIES 2 TP

A thrilling prequel to the *Call of Duty: Zombies* offering in Activision's hit videogame *Call of Duty: Black Ops 4*, detailing the exciting lives of four heroes who can only hope to hold off the army of the undead if they can work together. It is 1910, the entire world is on the brink of war, and desperate men look to ancient relics for the power to thrive in the chaos. Soldier, alchemist, adventurer, or spy, fate has chosen the stage and the men and women who will play upon it. Will they be held back by their pasts or fight for a better future for us all? Scheduled to ship in August 2021.

DIA STL111902 .....\$17.99



### ARMY OF DARKNESS XENA FOREVER AND A DAY TP TP

Xena, Warrior Princess, has toppled nations through the force of her will. She's captained the most deadly pirate crew ever to sail the seas. She even turned her back on her past, seeking redemption for her darker acts alongside her partner Gabrielle. And yet, despite her propensity for defeating all odds, her thousand-strong army has fallen to an implacable and ancient evil. Her only recourse? To use the dreaded Necronomicon to summon Ash Williams - the wise-ass, butt-kicking, smooth-talkin' demon-killer from the future - for aid! Scheduled to ship in August 2021.

DIA STL041701 .....\$19.99



### CRITICAL ROLE VOX MACHINA ORIGINS VOL. 02 TP

The unlikely heroes of Vox Machina are back in action! Join familiar faces from Critical Role's smash-hit first campaign as their escapades in Stilben lead them toward new adventure and a dire threat to Grog when he goes missing in the night. Tracking him down will see the party lose one member, gain another, and reveal parts of Grog's secret past. But first, his friends have to actually find him. Scheduled to ship in August 2021.

DIA STL152164 .....\$19.99



### HALO ESCALATION VOL. 01 TP

Following the events of Halo 4, Captain Thomas Lasky and Spartan Commander Sarah Palmer lead the UNSC Infinity into a battle against enemies without and within! The story of the Halo universe continues in this thrilling collection of *Halo: Escalation* #1-#6. Scheduled to ship in August 2021.

DIA STK647935 .....\$19.99



### STRANGER THINGS VOL. 02 SIX TRADE TP

Francine, a teenage girl with precognition, has struggled through a lifetime of exploitation: first by her parents, then by Dr. Brenner of Hawkins Laboratory. Dr. Brenner wants to harness her powers as well as those of the other gifted children that they hold captive at the lab. Wracked by increasingly disturbing visions, she sees an opportunity for her and all the children to escape. But at what cost? Collects the four-issue miniseries. Scheduled to ship in August 2021.

DIA STL130314 .....\$17.99



### BOYS OMNIBUS TP VOL. 02 PHOTO CVR ED TP

An all-new omnibus printing that includes *The Boys Vol. 3: Good for the Soul* & *The Boys Vol. 4: We Gotta Go Now!* In *Good for the Soul*, Everyone has something to get off their chest: Frenchie and the Female are up to something nasty with the Mafia, Mother's Milk goes to see his mom, Annie January wants a word with God himself, and Butcher enjoys yet another ghastly tryst with CIA Director Rayner. In *We Gotta Go Now*, All is not well with mysterious millionaire John Godolkin's band of misfits. Who knows what dirty secrets might be waiting down there in the dark? This edition features a photo cover based on the new Amazon Prime television series starring Karl Urban and Elizabeth Shue. Scheduled to ship in August 2021.

DIA STL127541 .....\$29.99

### JOHN WICK VOL. 01 TP

When a young John Wick embarks upon an epic vendetta, he comes up against a strange, powerful community of assassins and must learn how to master the rules that guide their lethal business. What are the Three Bills? Who is Calamity? And why is John Wick seeking vengeance? Scheduled to ship in August 2021.

DIA STL144156 .....\$19.99



## GRAPHIC NOVELS

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## FEATURED ITEM

**PATHFINDER VOL. 02 OF TOOTH AND CLAW TP**

When Valeros and his companions are tasked with tracking down a mysterious beast scarring the locals of Sandpoint, they find far more than they bargained for! A seemingly simple monster hunt becomes a twisted tale of danger and betrayal as the Cult of Lamashtu exacts its revenge on our iconic heroes. Scheduled to ship in August 2021.

DIA STL065016 ..... \$19.99

## SPOTLIGHT ON GTM

**VOLTRON VOL. 01 SIXTH PILOT TP**

Ultimate victory has never been closer for the Voltron Force. King Zarkon's brutal regime has been pushed to the edges of the galaxy, left to wage a series of desperate and losing battles to claim innocent victims while they still can. But Zarkon knows something—a secret about Voltron over a hundred years old that could change everything for the Galaxy Alliance. This isn't the Voltron we all know, but one redefined and re-imagined by those he and his adventures have inspired over the years. This is Generation Voltron... Collecting the first 6 issues of Dynamite's hit new Voltron series, along with complete cover gallery with artwork by Alex Ross, Sean Chen, and more. Scheduled to ship in August 2021.

DIA STK468831 ..... \$19.99

**HACHETTE BOOK GROUP USA****LEGO NINJAGO EPIC TRILOGY VOL. 01 TP**

Join your favorite heroes as they go up against a threat that could destroy the Ninjago world as we know it! This brand new adventure is the first part in an epic trilogy. This middle grade graphic novel is not to be missed! Features an exclusive look into the Ninjago world with maps, bios, and more! Scheduled to ship in August 2021.

DIA STL006016 ..... \$13.99

**IDW PUBLISHING****DUNGEONS & DRAGONS A DARKENED WISH PAPERBACK TP**

An all-new adventure of epic scope and flair that combines the elements of storytelling and action that make every campaign so fun! When war threatens the Moonshae Isles, legendary heroes return to defeat the forces of an unthinkable foe. The Forgotten Realms are changed forever as young wizard Helene and her friends grow from raw recruits on the streets of Mintarn into powerful warriors. Scheduled to ship in August 2021.

DIA STL116424 ..... \$17.99



## FEATURED ITEM

**DUNGEONS & DRAGONS AT SPINE OF WORLD TP**

Return to Icewind Dale with a new party of adventurers! Can these five unlikely heroes stop the plot of an ancient, primordial evil? A never-ending winter night is driving an isolated northern town to the brink of madness. To save them, Runa, Saarvin, Patience, Amos, and Belyre must traverse the blighted tundra to find a cure. On the journey, they'll encounter frozen obstacles, unimaginable monsters, and, perhaps most dangerous, dissension in their ranks and the fraying of the bonds of friendship that must sustain them through the dark. Scheduled to ship in August 2021.

DIA STL184130 ..... \$15.99

**LOCKE & KEY VOL. 02 HEAD GAMES TP**

Following a shocking death that dredges up memories of their father's murder, Kinsey and Tyler Locke are thrown into choppy emotional waters, and turn to their new friend, Zack Wells, for support, little suspecting Zack's dark secret. Open your mind—the head games are just getting started! Scheduled to ship in August 2021.

DIA STK418773 ..... \$19.99



## SPOTLIGHT ON GTM

**MY LITTLE PONY FRIENDS FOREVER OMNIBUS VOL. 01 TP**

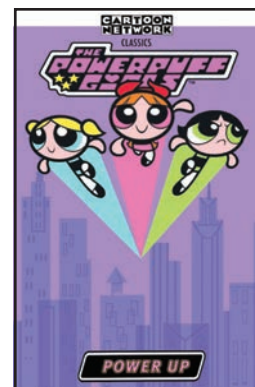
Friends Forever celebrates the magic of friendship in these stand-alone tales featuring all of your favorite characters. Share adventures with Pinkie Pie and Applejack, Princess Celestia and Spike, Fluttershy and Zecora, Rainbow Dash and Trixie, Twilight Sparkle and Shining Armor, and many more! Collects issues #112. Scheduled to ship in August 2021.

DIA STL019110 ..... \$24.99

**POWERPUFF GIRLS CLASSICS VOL. 02 POWER UP TP**

They're cute. They're fun. And they're powerful! The Cartoon Network classic Powerpuff Girls return in this collection of comic-book adventures. Featuring issues #5-10 of their ongoing series, this second Vol. includes hi-jinks like 'Holy Molar,' 'Dial 'M' for Mojo,' 'Creature at Large,' and more! Scheduled to ship in August 2021.

DIA STK625475 ..... \$19.99







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**[adult swim]**

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**STAR TREK BOLDLY GO VOL. 02 TP**

All-new adventures of the new crew in the new timeline! As the Federation and the Romulans convene in the wake of the Borg attack, the precarious peace is threatened by the murder of a key diplomat... and a Starfleet cadet is the prime suspect! Don't miss this all-new adventure, guest-starring Jaylah from *Star Trek Beyond*, and the cast from the hit *Starfleet Academy* series! Collects issues #712. Scheduled to ship in August 2021.

DIA STL059461 .....\$19.99

**STAR WARS NEW HOPE GN TP**

Capturing the galaxy-spanning action of A New Hope, experience Episode IV as a beautiful graphic novel combining the epic wonder of *Star Wars* with streamlined, young-reader friendly designs. This all-ages graphic novel is a must-read for longtime fans and a great introduction for newcomers! Scheduled to ship in August 2021.

DIA STL088293 .....\$9.99

**STREET FIGHTER X G.I. JOE TP DIRECT MARKET EXCLUSIVE EDITION**

On a hidden island in international waters, 16 combatants enter a secret tournament one that pits Street Fighter vs. G.I. JOE! M. Bison and Destro have joined forces, and taking them down will require the worlds finest warriors: Ryu, Snake Eyes, Guile, Scarlett, Chun-Li and Duke. Scheduled to ship in August 2021.

DIA STL017727 .....\$19.99

**TALES OF TMNT OMNIBUS VOL. 01 TP**

Kevin Eastman, Peter Laird, Steve Murphy (w) o Jim Lawson, Ryan Brown (a) o Jim Lawson (c) he Tales of the TMNT series presents short, one-issue stories that give readers an in-depth look at Leonardo, Michelangelo, Donatello, Raphael, Casey Jones, and Splinter, while also delving into the stories of background characters like Nobody, Rat King, and Savanti Romero. Collects issues #1-7 of the original series, Tales of the TMNT, and issues #1-8 of the 2004 re-launch, Tales of the TMNT Vol. Two. Presented in all-new color. Scheduled to ship in August 2021.

DIA STL070989 .....\$29.99

**SPOTLIGHT ON****STAR TREK GREEN LANTERN SPECTRUM WAR VOL. 01 TP**

Two iconic franchises collide for this blockbuster crossover event! The crew of the U.S.S. Enterprise meets the Green Lantern Corps for the first time in an all-new adventure that spans the cosmos! Kirk and Spock make a most unusual discovery on a lost world... igniting events that will change the fate of empires! Scheduled to ship in August 2021.

DIA STK695130 .....\$19.99

**STAR WARS RISE OF SKYWALKER TP**

Faithfully bringing events from the film to the comics page! Read along in *The Rise of Skywalker* as Poe faces the challenges of leadership, Finn and Rose make impossible decisions for the greater good, and Rey finally confronts her destiny. The true threat to the galaxy is revealed as the third *Star Wars* trilogy reaches its epic conclusion! Capturing the galaxy-spanning action of *The Rise of Skywalker*, experience Episode IX as a beautiful graphic novel combining the epic wonder of *Star Wars* with streamlined, young-reader friendly designs. Scheduled to ship in August 2021.

DIA STL154886 .....\$9.99

**TRANSFORMERS G.I. JOE FIRST STRIKE CHAMPIONS TP**

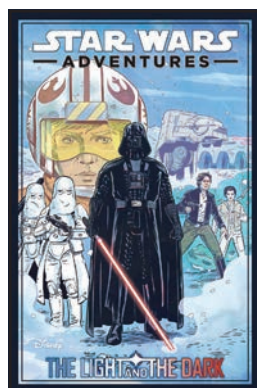
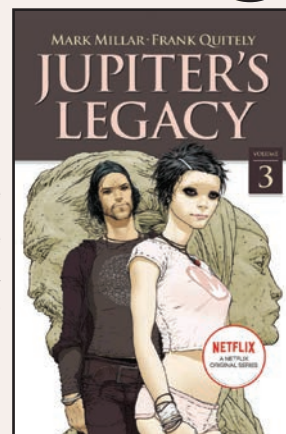
Your favorite characters Rom, the Autobots, Micronauts, G.I. Joe, and more get to shine in standalone stories setting up the ultimate Hasbro comic book event! First, with Cybertron under siege from Baron Ironblood, it's up to Optimus Prime and Arcee to defend their homeland, and the ReVo.lutionaries team is caught in the middle! Then, back on Earth, Rom finds himself teaming up with the world's smallest heroes, the Micronauts! Can they prevent catastrophe, or is it already too late? And, with the team divided, G.I. Joe must confront dangers both in space and Earthside. Looks like they'll need some help from M.A.S.K.: Mobile Armored Strike Kommand! Scheduled to ship in August 2021.

DIA STL062263 .....\$19.99

**IMAGE COMICS****SPOTLIGHT ON****JUPITER'S LEGACY VOL. 03 NETFLIX ED TP**

Set one generation after the previous Vol., America's superheroes have all had children, but can they ever fill their parents' shoes? More interested in celebrity and corporate sponsorship, the beautiful, twenty-something heroes of the modern era only want to be famous. However, worse is their political aspirations and a plan to take control away from a fallible and weak humanity. Collects *Jupiter's Legacy* #1-5. Scheduled to ship in August 2021.

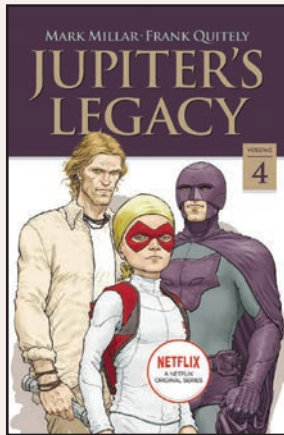
DIA STL163513 .....\$16.99

**STAR WARS ADVENTURES VOL. 01 LIGHT & DARK TP**

Brand-new middle-grade stories featuring all your favorite characters from the far reaches of the *Star Wars* galaxy, spanning the entire Skywalker Saga and beyond! Includes three oversized stories featuring Rey, Finn, and Poe; Qui-Gon Jinn and the mighty Wookies of Kashyyk; and Padm and Anakin; plus half a dozen short stories including tales of villainy starring Kylo Ren and Darth Vader himself! All this, and new stories of dastardly exploits by Grand Moff Tarkin, Darth Maul, Tobias Beckett and Val, and the sinister Nihil. Scheduled to ship in August 2021.

DIA STL181886 .....\$14.99





**JUPITER'S LEGACY VOL. 04  
NETFLIX ED TP**

The superheroes have taken over the world, and only the supervillains can save us from their disastrous mistakes and monumental hubris. Hutch and Chloe have been in hiding with their son, but now they're gathering a team of supervillains to go back to America to retake the White House in the name of all humanity. This is a must-read modern classic! Collects *Jupiter's Legacy*, Vol. 2 #1-5 Scheduled to ship in August 2021.

DIA STL163523 ..... \$16.99



**INVINCIBLE VOL. 02  
EIGHT IS ENOUGH TP**

Mark Grayson is just like most everyone else his age, except for the fact that his father is the most powerful superhero on the planet. And now he's begun to inherit his father's powers. It all sounds okay at first, but how do you follow in your father's footsteps when you know you will never live up to his standards? The 'Invincible Family' finally starts to get a handle on the whole superhero thing, while Mark plans for college and the oft-mentioned Guardians of the Globe are finally introduced in this full-length trade paperback featuring what is undoubtedly the single most shocking and unexpected page in the series thus far. If you've been waiting for the trade, here it is! Scheduled to ship in August 2021.

DIA STL185777 ..... \$9.99



**PAPER GIRLS VOL. 02 TP**

The smash-hit series from Brian K. Vaughan and Cliff Chiang continues with a bold new direction, as intrepid young newspaper deliverers Erin, Mac, and Tiffany find themselves launched from 1988 to a distant and terrifying future...the year 2016. Scheduled to ship in August 2021.

DIA STL021790 ..... \$12.99



**SAGA VOL. 01 TP**

Saga is the sweeping tale of one young family fighting to find their place in the worlds. When two soldiers from opposite sides of a never-ending galactic war fall in love, they risk everything to bring a fragile new life into a dangerous old universe. Fantasy and science fiction are wed like never before in a sexy, subversive drama for adults. Scheduled to ship in August 2021.

DIA STK473334 ..... \$9.99



**WALKING DEAD VOL. 02 MILES  
BEHIND US TP**

This Vol. follows our band of survivors on their tragic journey in search of shelter. Characters live and die as they brave a treacherous landscape littered with packs of the walking dead. Scheduled to ship in August 2021.

DIA STK386727 ..... \$14.99

**MARVEL COMICS**



**ANT-MAN TP SCOTT LANG TP**

Meet 2015's silver-screen sensation in waiting Scott Lang, the astonishing Ant-Man! To save his daughter, Cassie, Scott is forced to return to a life of crime, stealing Hank Pym's original costumed identity. But when his noble intentions win the Avengers approval, he takes over as the all-new Ant-Man, full-time! Electronics whiz Scott secures a job with Tony Stark, but the size-changing super hero must save Iron Man after a brutal battle with the Hulk. No shrinking violet, Scott holds his own in astonishing adventures with Spider-Man, the Thing and the Avengers. And when Ant-Man and Hawkeye join forces, somebodies gonna get it! Scheduled to ship in August 2021.

DIA STK671486 ..... \$24.99



**AVENGERS VS  
FANTASTIC FOUR TP**

First, it's the battle of the century: the Hulk vs. the Thing! And it'll take the combined forces of both teams to stop the destruction! Worlds collide again when Ultron-7 crashes Quicksilver and Crystals wedding! And the Avengers and the Fantastic Four each have roles to play in cosmic encounters with Annihilus and the Skrulls! Then, on a break from the FF, Mister Fantastic and the Invisible Woman join the Avengers for the Super-Nova Saga! The New Avengers and the Fantastic Four face the Kree but why are Hank Pym and the Mighty Avengers breaking into the Baxter Building?! Scheduled to ship in August 2021.

DIA STL137051 ..... \$34.99



**BLACK PANTHER BOOK 02  
NATION UNDER OUR FEET TP**

As Zenzi and The People poison Wakanda's citizens against the Black Panther, a cabal of nation-breakers is assembled. And Ayo and Aneka, the Midnight Angels, are courted to raise their land to new glory! His allies dwindling, T'Challa must rely on his elite secret police, the Hatut Zeraze, and fellow Avenger Eden Fesi, a.k.a. Manifold! And with T'Challa's back truly against the wall, some old friends lend a hand: Luke Cage, Misty Knight and Storm! But Wakanda may be too far gone for this all-new, all-different crew and there's one job the Panther must handle alone. Only he can voyage into the Djalial! Getting there is hard enough, but can he even find his sister Shuri inside Wakanda's collective memory? Scheduled to ship in August 2021.

DIA STL027425 ..... \$15.99



**BLACK WIDOW VOL. 02  
NO MORE SECRETS TP**

Now that Natasha knows the truth about the Weeping Lion, she's in control of his very particular set of skills. Natasha plans to use him to destroy the Red Room's reincarnation, the Dark Room but first she must face the deadly Recluse! Black Widow wants to live in a world without secrets, but Bucky Barnes has got a pretty big one. Is the world ready for their explosive reunion? With a Recluse on the loose and a man on the moon, is the Widow weaving a masterful web or are her threads starting to unravel? While she's been collecting information, her enemy has been recruiting allies and it's all heading towards a full-scale invasion! But what is the target? And can the Black Widow shield it on her own? Scheduled to ship in August 2021.

DIA STL037340 ..... \$17.99







## SPOTLIGHT ON

**CAPTAIN AMERICA  
PEGGY CARTER AGENT OF  
SHIELD #1 TP**

Marvel's Agent Carter makes the leap from the movies to the small screen this winter and Marvel has you covered with this essential look at Peggy's espionage career! In the dark days of World War II, Peggy Carter, aka Agent 13, works with the French Resistance to liberate Nazi-occupied Paris. When she meets Captain America, will their mutual missions blossom into romance? And in the modern day, Peggy Carter, now an Agent of S.H.I.E.L.D., faces down the Red Skull! Scheduled to ship in August 2021.

DIA STK658549 ..... \$7.99

**CAPTAIN AMERICA SAM WILSON  
VOL. 02 STANDOFF TP**

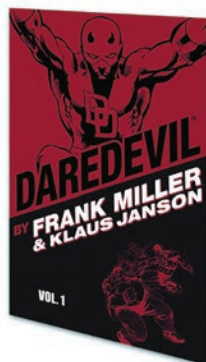
For years, across two eras, Steve Rogers wielded his red-white-and-blue shield against unspeakable odds. For a time, his brother in arms, Bucky Barnes, picked it up. Now, Steve's friend, Sam Wilson, has the honor. When all three men unite for a heroic *Standoff* with the evil that lurks in Pleasant Hill, the next age of Cap's incredible legacy will begin! But as the small towns secrets are exposed, even this heroic trio won't be enough. Scheduled to ship in August 2021.

DIA STL017385 ..... \$19.99

**DOCTOR STRANGE EPIC COLLECTION  
AFTERLIFE TP**

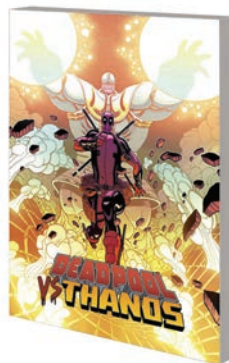
A new look for Strange but will it be his last? The Sorcerer Supreme has a youthful appearance, yet he's still taking care of business including Nightmare's hunt for an heir! But long hair and dark glasses don't suit a man as urbane as Stephen Strange. It's time for a dapper new wardrobe and a new source of power: catastrophe magic! Which is fitting, given what archfoe Baron Mordo has in store. Mordo has had a profound impact on Strange's life - and now the villain is plotting his death! Scheduled to ship in August 2021.

DIA STL056859 ..... \$39.99

**DAREDEVIL BY MILLER & JANSON  
VOL. 01 TP**

A Marvel Comics mainstay since 1964, Daredevil got a new lease on life in a landmark 1979-1983 run by writer-penciler Frank Miller and inker-penciler Klaus Janson, whose daring reinvention of the character quickly made Miller one of the biggest and most influential stars in the comic-book industry. Miller also introduced Daredevil's mysterious mentor Stick, deadly ninja foes the Hand and Matt's long-lost love Elektra, a beautiful assassin who would become one of Marvel's most memorable characters. Scheduled to ship in August 2021.

DIA STK377718 ..... \$29.99

**DEADPOOL VS THANOS TP**

It's the confrontation that every single Marvel comic has been building to: the Merc With a Mouth versus the Jerk With That Jaw! Deadpool goes to Infinity and beyond when he throws down the gauntlet against Thanos of Titan! These calamitous combatants are two sides of an unholy love triangle, with Death their fickle mistress. But when everything in the universe stops dying, could the bombshell with the killer cheekbones have her bony hands full with someone else? Who ever heard of a love square? How would that even work? Scheduled to ship in August 2021.

DIA STK688814 ..... \$16.99



## !!! FEATURED ITEM

**ETERNALS TP  
COSMIC ORIGINS TP**

Get to know the enigmatic Eternals beginning with their introductory adventure by none other than Jack Kirby! The King introduced a new mythology for the Marvel Universe with the revelation that humankind is not alone. Thanks to the manipulations of the cosmic giants known as the Celestials, we unknowingly share Earth with the godlike Eternals and their sworn enemies, the misshapen Deviants! Meet Ikaris, Sersi, Ajak and more, and learn the secret origin of their incredible race! Then thrill to a forgotten tale of the mighty hero Gilgamesh and the thorn in his side called Sprite! Scheduled to ship in August 2021.

DIA STL171259 ..... \$17.99

**GIANT-SIZE X-MEN BY  
JONATHAN HICKMAN TP**

Superstar writer Jonathan Hickman teams with legendary artists to spin Giant-Size mutant tales! When danger looms, it will take two of Earth's most powerful telepaths working together to make things right: Jean Grey and Emma Frost! Nightcrawler must venture into the unknown when the X-Men lose contact with a key mutant habitat! Despite the shelter of Krakoa, mutants still need to deal with the human world - but Magneto, the Master of Magnetism, has a plan for that! Fantomex steps into the spotlight - breaking into his own birthplace, the World! And can Storm triumph over an insidious plot that has put a countdown on her very life? Scheduled to ship in August 2021.

DIA STL168664 ..... \$19.99

**GUARDIANS OF GALAXY NEW  
GUARD VOL. 02 WANTED TP**

Peter Quill, a.k.a. Star-Lord, returns to the fold! But what does that mean for Kitty Pryde, a.k.a. Star-Lord? Is the Marvel Universe big enough for two Star-Lords? Find out as the Guardians face a new Galactic order! The Thing might miss some aspects of Earth, but he does admit space has its perks. Like riding alien horses into action as Ben Grimm: Space Barbarian! Venom and Groot get in way over their heads fighting Skrulls and everyone knows that when Bendis writes Skrulls, it's bad news! The galaxy's two deadliest warriors, Gamora and Drax, take the fight to the Badoon! And Angela makes her dramatic return! They're the galaxy's most wanted, but they'll still guard it all the same! Scheduled to ship in August 2021.

DIA STL047283 ..... \$19.99

**HAWKEYE GN TP PRIVATE EYE TP**

Remember Hawkeye? No, not that Hawkeye - your favorite Hawkeye! The former Young Avenger, the butt-kicking hero who had to save that other Hawkguy all the time and basically keep his life in some semblance of order. Yup, you know her - it's the dazzling Kate Bishop, making a splash in her own solo series as the City of Angels gets a new guardian angel. There are crimes to solve, and she's the best archer to handle 'em! But is she ready to face the ghosts of her past? Scheduled to ship in August 2021.

DIA STL123503 ..... \$12.99





### INVINCIBLE IRON MAN SEARCH FOR TONY STARK TP

Tony Stark, the original Iron Man, has vanished. And as the mystery of his whereabouts deepens, some surprising people from Starks present, past and future come together to help track him down. The time has come to decide once and for all who will wear the armor of Iron Man! All the contenders are in position, and now the contest begins for there can only be one Golden Avenger! But will it be Riri Williams, Tony Stark or Victor Von Doom? Scheduled to ship in August 2021.  
DIA STL084207 .....\$24.99



### IRON FIST VOL. 01 TRIAL OF THE SEVEN MASTERS TP

The mystical city of K'un-Lun lies in ruins. The chi that fuels Danny Rand's power is wavering. Can there be any future for the Iron Fist? Danny must push himself to the breaking point, finding rivals against whom he can prove his worth. But a bigger battle than he can handle may have just found him: On a mysterious island stand seven deadly kung fu masters. Can Danny run a gauntlet through all of them and regain his place in the world? As the game of death begins, the Iron Fist is in for the fights of his life - against the Serpent, the Wolf and more! As a dark history is revealed, the war for the chi of K'un-Lun is about to get very bloody! Scheduled to ship in August 2021.  
DIA STL053386 .....\$15.99



### IRON MAN DEMON IN A BOTTLE REPRINT TP

Iron Man faces his most untouchable foe in criminal industrialist Justin Hammer and his literal army of super-villains! But can the Armored Avenger overcome an even more implacable personal demon, invulnerable to technology or wealth? Guest-starring Ant-Man and the Sub-Mariner! Collects Iron Man #120-128. Scheduled to ship in August 2021.  
DIA STK298406 .....\$24.99



### LEAGUE OF LEGENDS LUX TP

In the shining city of Demacia, order reigns. The realm is safe, and the people are happy unless you're a mage. In a place where magic is outlawed, Luxanna Crownguard must hide who she truly is when she begins to exhibit magical powers. But when she seeks out an imprisoned mage to learn to control her magic, will she protect herself for doom Demacia? Collecting League of Legends: Lux #1-5. Rated T+ Scheduled to ship in August 2021.  
DIA STL130527 .....\$15.99

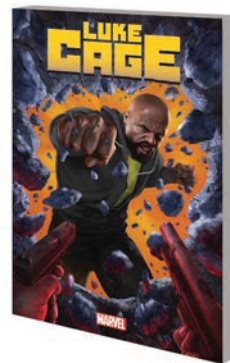


### LOKI AGENT OF ASGARD COMPLETE COLLECTION TP NEW PTG

As Asgardia's one-man secret service, Loki is ready to lie, cheat and steal his way through the most treacherous missions the All-Mother can throw at him starting with a heart-stopping heist at Avenger's Tower! Loki takes on Lorelei in Monte Carlo's casinos, heads to the ancient past on a quest for a magical sword and puts together a crew to crack the deepest dungeons of Asgardia itself! Plus: Axis pits him against the brutish Thor, god of evil! But who is King Loki? What vile scheme has he been brewing all this time? And what does this shadowy king's very existence mean for our Loki? Scheduled to ship in August 2021.  
DIA STL185851 .....\$39.99

### LUKE CAGE VOL. 01 SINS OF THE FATHER TP

The man who made Luke Cage into the unbreakable hero he is today, Dr. Noah Burstein, has died. But when Luke heads to New Orleans for the funeral, it turns out there may be more to his father's death than he realized. Shady billionaires, amped-up gangs and a shadowy figure from his past propel Luke into a world of mystery. But when Cage is looking for answers, it's a bad day for anyone in his way! As things get hard in the Big Easy, Luke must put body and soul on the line to learn the truth and protect the innocent but innocence is in short supply. And as strange forces align, Luke comes under attack from all sides! Scheduled to ship in August 2021.  
DIA STL059912 .....\$15.99



### MARVEL SUPER HERO ADVENTURES GN CAPTAIN MARVEL TP

Carol Danvers is one of the most powerful super heroes on Earth. She's led Alpha Flight and the Avengers, and prevented more alien invasions than you can count. But she's about to hit big trouble and even the mightiest heroes need help sometimes! Good thing there's a friendly neighborhood Spider-Man swinging around! Scheduled to ship in August 2021.  
DIA STL103670 .....\$9.99

### MARVEL SUPER HERO ADVENTURES SPIDER-MAN TP

It's a Spider-tacular adventure when Spider-Man is visited by his fellow web-slingers! What wall-crawling, web-swinging trouble will Peter Parker get into when he's joined by Anya Corazon, Miles Morales and Spider-Gwen? There's only one way to find out! Power is a great responsibility but it's a weight more easily carried with others! Being a Friendly Neighborhood Spider-Man isn't all hanging out with your pals, though there are also fearsome foes to deal with! But whether Spidey's slinging jokes or slinging webs, he's sure to bring a smile to the faces of readers of all ages! It's hijinks, hilarity and heroism with all your favorite Spider-People! Scheduled to ship in August 2021.  
DIA STL114456 .....\$9.99



### MARVEL ZOMBIES VOL. 01 COMPLETE COLLECTION TP

On an Earth shockingly similar to the Marvel Universe, an alien virus has mutated the world's greatest super heroes into flesh-eating monsters! What happens when they run out of humans to eat? When the Ultimate Universe's young Reed Richards unknowingly makes contact with the Zombie-verse, he'll find out the hard way! Then: When the Silver Surfer arrives, the world-devourer Galactus is never far behind. But the Marvel Zombies might just be a match for his all-consuming hunger! Plus: The Marvel Universe's New Fantastic Four just crash-landed in the Zombie-verse! If they can't escape, they'll be the next hors d'oeuvre for Zombie Skrulls! Scheduled to ship in August 2021.  
DIA STK619461 .....\$34.99



GRAPHIC NOVELS

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**MILES MORALES  
ULTIMATE END TP**

Miles Morales, the Ultimate Universe's newest Spider-Man, is back in action with a new status quo and a new outlook on life! But now Miles must face the worst nightmare of the Spider-Man legacy: Norman Osborn, the Green Goblin the man who killed Peter Parker! Or did he? Even as new villains start coming out of the woodwork, Miles finds himself with a girlfriend! Her name is Katie Bishop, but she has a secret and it's bad news for Spider-Man! As Miles makes a life-changing decision, he discovers a mind-blowing truth about his family! But what does it have to do with S.H.I.E.L.D.? Doctor Doom steps from the shadows, and Spider-Man gathers the mighty Ultimates but no matter what happens next, this might be the end of the world for Miles Morales! Scheduled to ship in August 2021.

DIA STL185164 .....\$12.99

**POWER MAN AND IRON FIST EPIC  
COLLECTION REVENGE TP**

Payback time! But for the Heroes for Hire, vengeance cuts both ways. When the killing machine known as Warhawk beats Danny to a pulp, Luke will take his pound of flesh in return. But he's not the only one out to settle a score. The terrifying tag-team of Sabretooth and Constrictor are old foes out for blood and to get the message across, they target Power Man and Iron Fists friends! And they're not Luke and Danny's only headache, as the heroes must take on the malignant Mole Man and the mountain-climbing Montenegro! Then there's one of their strangest gigs: finding the missing vigilante Moon Knight! But when the heroes are hired to protect the lawyers Nelson and Murdock, will their biggest problem be Daredevil? Scheduled to ship in August 2021.

DIA STL017955 .....\$39.99

**QUICKSILVER NO SURRENDER TP**

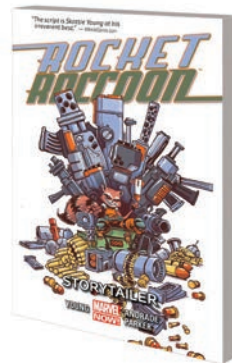
Quicksilver's super-speed and abrasive personality have always isolated him, but he's never been truly alone until now. Trapped beyond the perception of his friends, family and allies, Pietro must now wage a one-man guerilla war against a monster that he's not even sure is real to save a world that he may never be a part of again! But can he protect his sister, the Scarlet Witch, from forces she can't even perceive? Exhausted and facing an enemy who renders his abilities useless, Pietro must use every trick in his arsenal to save Wanda but he's running out of tricks! Scheduled to ship in August 2021.

DIA STL100051 .....\$15.99

**RISE OF THE BLACK PANTHER TP**

The secret origin of T'Challa, the Black Panther! Wakanda has always kept itself isolated from Western society, but that's about to change. Young T'Challa knows he's destined to become king, but when his father is murdered by outsiders, he finds himself taking up a mantle he may not be ready for. Experience the troubled reign of King T'Chaka! Discover the mother T'Challa never knew! And see how the world first learns of the wondrous nation of Wakanda including Namor, King of Atlantis; the Winter Soldier; and the ruler of Latveria, Doctor Doom! Plus: As Erik Killmonger makes a devastating move, a missing chapter of T'Challa and Storms lifelong romance comes to light and the Black Panther must decide his unique role in a world full of super heroes! Scheduled to ship in August 2021.

DIA STL086639 .....\$17.99

**ROCKET RACCOON VOL. 02  
STORYTELLER TP**

Rocket Raccoon continues his quest to try to fix his past, bad calls, but as a stranger stalks him from the shadows, he just might cause a cosmic calamity on the dreaded Winter Planet! Then, what happens when you water Groot a little too much? Grootzilla! He's faster than a speeding Rocket, more powerful than Drax the Destroyer, able to eat tall buildings in a single gulp and he's not happy! And Rocket's skills will be put to the ultimate test as he challenges everything he's known about himself. Does the Book of Half-World the mythical text of Rocket's early adventures actually exist, or was it all a big hoax? Scheduled to ship in August 2021.

DIA STK698970 .....\$17.99

**RUNAWAYS VOL. 02  
TEENAGE WASTELAND TP**

Still on the run from their super villain parents, this motley crew of super-powered kids finds a kindred spirit in a daring young stranger and welcomes him into their fold. But will this dashing young man help the teenagers defeat their villainous parents, or tear them apart? One troubled member finds out, as she leaves the groups hideout with their new recruit and when he reveals his startling secret, it puts the entire team in jeopardy! Plus: Who do you send to catch a group of missing, runaway teenage super heroes? Scheduled to ship in August 2021.

DIA STL030772 .....\$14.99

**FEATURED ITEM****SHANG-CHI BY GENE LUEN  
YANG VOL. 01 BROTHERS  
AND SISTERS TP**

The Marvel Universe's greatest fighter returns to a world of death and destruction he thought he left behind! An ancient and evil secret society has remained in hiding since the death of their leader, Zheng Zu. But now a successor has been chosen to shift the balance of power in the world: Zheng Zu's son, Shang-Chi! In a fractious family reunion, Shang-Chi gets to know the siblings he never knew he had, including the deadly Sister Hammer! But who among them can he trust and who is trying to kill him? Shang-Chi will find out the hard way as his life ends up on the line and the only one who can

save him is his father? Scheduled to ship in August 2021.

DIA STL177337 .....\$15.99

**SHIELD BY HICKMAN & WEAVER  
HUMAN MACHINE TP**

The hidden past of S.H.I.E.L.D. is revealed, courtesy of some of history's greatest minds! Michelangelo has been pulling the strings for years but can even he keep Leonardo Da Vinci and Isaac Newton from killing each other and destroying the Brotherhood of the Shield? The battle for the Immortal City comes to a climactic conclusion! Michelangelo and Nikola Tesla kick their plan into high gear! Galileo takes on Galactus! The truth behind Nostradamus is uncovered! And Howard Stark lays the foundation for the espionage organization you know and love! But the battle that decides our present will be fought in the future. Scheduled to ship in August 2021.

DIA STL111461 .....\$24.99







## SHURI VOL. 02

### 24-7 VIBRANIUM TP

Shuri faces her destiny! With T'Challa gone and Wakanda in peril, the Black Panther is needed and Shuri must step up to fill the void. But she's about to face a threat unlike any her home has seen before! Shuri heads to America to investigate a lead, but she's not the only hero on the case. With New York City and New Jersey in danger as well, there's no way Miles Spider-Man Morales and Kamala Ms. Marvel Khan are sitting this one out! And with her people in peril, Shuri takes up the Black Panther mantle once again! But this is a Panther you've never seen before one who will change Wakanda forever. Prepare for a high-tech, star-studded adventure as only Shuri can serve up! Scheduled to ship in August 2021. DIA STL127908 .....\$15.99



## SPIDER-GWEN GHOST-SPIDER VOL. 02 IMPOSSIBLE YEAR TP

In the aftermath of SPIDER-GEDDON, Gwen Stacy is ready for things to calm down but when is life ever calm for a teenage super hero? Mary Jane's perfectionist vision for their band is driving Gwen crazy, while her father is pressuring her to return to school. And something sinister is stalking the streets of New York. Can Gwen track down the thing that goes bump in the night or will she become one more victim of the Man-Wolf? Scheduled to ship in August 2021. DIA STL127909 .....\$17.99



## TONY STARK IRON MAN VOL. 01 SELF MADE MAN TP

From the cusp of tomorrows dreams to the forefront of imagination, one man always soars on the cutting edge of adventure! You know his name. Everyone knows his name! Tony Stark is Iron Man. And Iron Man is an idea. Always changing. Always evolving. Now, Dan Slott and Valerio Schiti propel the ultimate self-made hero to new heights of inventiveness! But Tony has been holding back an enormous secret since his return, and there's only one person on Earth he'd trust with it: James Rhodes! This will change everything. Scheduled to ship in August 2021. DIA STL103032 .....\$15.99



## STAR-LORD GROUNDED TP

Peter Quill might have been born on Earth, but he's been away a long time. And now that the Guardians of the Galaxy have gone and gotten themselves stranded on terra firma, how does a man go from soaring through the stars as the legendary Star-Lord to living with his feet planted firmly on the ground? What kind of job options are available for a guy whose resume mostly consists of guarding the galaxy? And with all the dangers he has faced and survived, could anything prepare him for community service? Maybe Daredevil can help out with that. Or, would you believe, the Shocker? One thing is certain: Earth has a new guardian. Scheduled to ship in August 2021. DIA STL043870 .....\$19.99



## THOR VOL. 02 ROAD TO WAR OF REALMS TP


The stage is set for the War of the Realms! Thor has battled through Hel, but now finds himself a prisoner of the fearsome warriors of Heven! Can even the intervention of Valkyrie and Thors deadly sister, Angela, help the Thunder God escape the inescapable prison of angels? Meanwhile, with S.H.I.E.L.D. gone, Roz Solomon has been left adrift but she's about to take on a surprising new role and make a million new enemies. For war is coming and the invasion of Earth may have already begun! As Malekith targets all there is, will Odin be left as the All-Father of Nothing? Scheduled to ship in August 2021. DIA STL116967 .....\$15.99

## U.S.AGENT GOOD FIGHT TP

An all-American hero with an attitude! First he was the heroic Super-Patriot, and then he was Steve Rogers' replacement as Captain America - but John Walker's true destiny lay in the red, white and black garb of the U.S.Agent, and these are some of his edgiest adventures! First, see how Walker comes to wield Cap's shield! Then, U.S.Agent hunts the murderous Scourge of the Underworld and seeks answers about mixed-up memories that throw his past into doubt! When U.S.Agent is handpicked by the Commission to take charge of the country's superhuman incarceration, it's his chance to finally get out of Captain America's shadow - unless a deadly conspiracy, a woman from his past and his own bullheadedness mess it all up! Scheduled to ship in August 2021. DIA STL168813 .....\$29.99



# !!! FEATURED ITEM



### WAKANDA FOREVER TP

It's Wakanda's best warriors - Okoye, Ayo and Aneka - on a globe-trotting mission to protect the realm at any cost. When they discover a threat from their homeland causing trouble in New York, they'll leap into action - with or without their king. And that brings them to Spider-Man's friendly neighborhood! But former Dora Milaje member Nakia, A.K.A. Malice, has set a trap to lure the Black Panther into her obsessive clutches - beginning by taking out his one true love, Storm of the X-Men! And when T'Challa joins the fight, he brings a few mighty friends with him - and that means Okoye, Ayo and Aneka will assemble alongside the Avengers! Scheduled to ship in August 2021. DIA STL093080 .....\$15.99

## WEB OF BLACK WIDOW TP

Natasha Romanoff is the deadliest spy in the Marvel Universe and the beating heart of the Avengers. But when a mysterious figure starts exploiting her murky past, the Widow must go underground and off the grid! Who can she trust in this web of deceit? And more important, can her friends trust her anymore? Natasha must run down all the names from her past starting with Tony Stark and Bucky Barnes! The Widow and the Winter Soldier have quite a history but when they reunite, they may wind up without a future. Fellow Black Widow, Yelena Belova, comes calling, but can she help Natasha rise above her past? Scheduled to ship in August 2021. DIA STL143237 .....\$15.99



## WOLVERINE WEAPON X TP

The awesome origin of Wolverine! In the beginning, he was Logan, a tormented man with a bloody past and a shameful secret. But to the mysterious Weapon X Program, he was a weapon in the making. Could the miracle metal called Adamantium be bonded to a human skeleton and used to create a brainwashed killing machine? Weapon X thought so and they were right. But Logan, the man trapped inside Experiment X, doesn't give up so easily. And when he takes his inevitable vengeance, the Weapon X Program will reap what they have sown! Tightly paced and tensely told, visionary creator Barry Windsor-Smith's stunning saga is more than just one of the most savage and sensational Wolverine tales of all it's one of the greatest stories in Marvel history! Scheduled to ship in August 2021. DIA STL152167 .....\$19.99





**X-MEN BLUE VOL. 00  
REUNION TP**

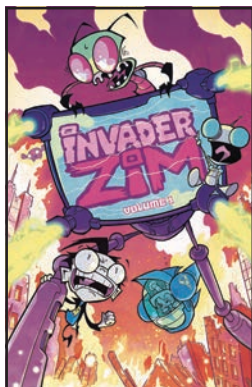
The original X-Men are back together! An injured Cyclops heads to Alaska for some rest and recuperation with Jean but when she once again dons the costume of Phoenix, that can't be good for Scott's health! And as Beast, Iceman and Angel join them for old times sake, will an uncanny adventure have them all feeling blue and questioning their future as X-Men? Meanwhile, Dr. Cecilia Reyes has her own fateful decision to make! Wolverine faces a life-draining encounter as Sauron attacks! Rogue's powers lead her to a dramatic tipping point! Bishop and Deathbird are lost in space! Scheduled to ship in August 2021.

DIA STL072093 .....\$34.99

**X-MEN GOD LOVES MAN KILLS TP**

The Uncanny X-Men. Magneto, Master of Magnetism. The bitterest of enemies for years. Now, they must join forces against a new adversary who threatens them all and the entire world besides in the name of God. The members of the Stryker Crusade are poised to cleanse the earth, no matter how much blood stains their hands. With Professor X as their enemy and Magneto as their ally, the X-Men undergo an apocalyptic ordeal ordained by a minister gone mad! One of Chris Claremont's most powerful and influential stories, the partial basis for X2 is reprinted in softcover for the first time in years. Scheduled to ship in August 2021.

DIA STK437878 .....\$14.99

**ONI PRESS****INVADER ZIM VOL. 01 TP**

Collects the first five issues of the comic series based on the hit TV show, *Invader Zim*! 'Never has a comic so purposefully stupid lied on a foundation of comedic skill so honed and smart.' You said it, Paste Magazine. From the far reaches of weird space to the incomprehensible world of underground art, ZIM is back! And his thirst for world domination has only grown! Scheduled to ship in August 2021.

DIA STK690151 .....\$19.99

**RICK AND MORTY VERSUS  
DUNGEONS & DRAGONS  
VOL. 02 PAINSCAPE TP**

Once upon a gam, Rick and Morty and the Smith family went on magical D&D adventures...Now, magical D&D adventures are coming to Earth, and no one will survive the Painscape! The pop culture juggernaut and bestselling role-playing game team up once again in an all new companion story! Scheduled to ship in August 2021.

DIA STL138665 .....\$19.99

**RICK & MORTY VOL. 02 TP**

The hit comic book series based on Dan Harmon and Justin Roilands hilarious [adult swim] animated show *Rick & Morty* continues! Catch up on the adventures of degenerate genius Rick Sanchez and his bumbling grandson Morty as they explore the outer reaches of time, space, and decency. This collection features issues #6-10 of the comic book series, including the 'Ball Fondlers Special' by guest artist Andrew MacLean, 'A Very Special Blumbus,' illustrated by series writer Zac Gorman, and a cyberpunk adventure across the multiverse. Plus: bonus mini-comics showcasing fan-favorite characters! Scheduled to ship in August 2021.

DIA STL002643 .....\$19.99

**SPOTLIGHT ON****RICK & MORTY VOL. 01 TP**

The hit comic book series based on Dan Harmon and Justin Roilands hilarious [adult swim] animated show *Rick & Morty* is now available in its first collection! Join the excitement as depraved genius Rick Sanchez embarks on insane adventures with his awkward grandson Morty across the universe and across time. Caught in the crossfire are his teenage granddaughter Summer, his veterinary surgeon daughter Beth, and his hapless son-in-law Jerry. This collection features the first five issues of the comic book series, including 'The Wubba Lubba Dub Dub of Wall Street,' 'Mort-Balls!' and more, along with hilarious mini-comics showcasing the whole family. Scheduled to ship in August 2021.

DIA STK682157 .....\$19.99

**PUBLISHERS GROUP WEST****WARCRAFT LEGENDS TP**

Some of the world's best manga creators join together to bring the world of Warcraft to life as never before! Between these covers lie tales of adventure, treachery, humor and bravery. Told from both Alliance and Horde point of view, these stories have entertained the likes of travelers, soldiers and thieves. They have endured the trials of time and have earned the title of legend! Scheduled to ship in August 2021.

DIA STL021497 .....\$12.95

**RANDOM HOUSE****SPOTLIGHT ON****SAILOR MOON ETERNAL ED TP**

The guardians in sailor suits return in this definitive edition of the greatest magical girl manga of all time! Features all-new cover illustrations by creator Naoko Takeuchi, a glittering holographic coating, an extra-large size, premium paper, French flaps, and a newly-revised translation! Teenager Usagi is not the best athlete, she's never gotten good grades, and, well, she's a bit of a crybaby. But when she meets a talking cat, she begins a journey that will teach her she has a well of great strength just beneath the surface and the heart to inspire and stand up for her friends as Sailor Moon! Experience the Sailor Moon manga as never before in these extra-long editions! Scheduled to ship in August 2021.

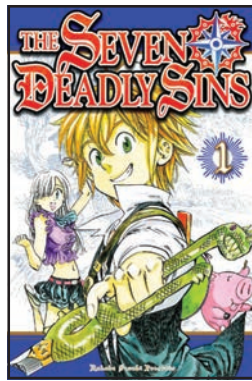
DIA STL067050 .....\$27.99



## SEVEN DEADLY SINS VOL. 01 TP

When they were accused of trying to overthrow the monarchy, the feared warriors the Seven Deadly Sins were sent into exile. Princess Elizabeth discovers the truth the Sins were framed by the king's guard, the Holy Knights too late to prevent them from assassinating her father and seizing the throne! Now the princess is on the run, seeking the Sins to help her reclaim the kingdom. But the first Sin she meets, Meliodas, is a little innkeeper with a talking pig. He doesn't even have a real sword! Have the legends of the Sins' strength been exaggerated? Scheduled to ship in August 2021.

DIA STK632225.....\$10.99



## SCHOLASTIC

## SPOTLIGHT ON



### SHE-RA GN VOL. 01 LEGEND OF FIRE PRINCESS TP

Even after everything that's happened, the world outside the Horde's walls is still a strange one to Adora. Each day she's learning more about her growing powers as She-Ra, including something new: the ability to heal corrupted runestones. Runestones are the magical source from which princesses like Frosta, Mermista, and Perfuma draw their power, but Glimmer knows of another runestone - one with a dark past. Long ago a fire princess ruled the lands to the west, until her thirst for power corrupted her, and led to the ruin of her kingdom. Glimmer thinks the lost fire runestone could give the Rebellion an edge in the fight against the Horde, but claiming this ancient power won't be easy... especially not when the Horde has their eyes set on the same prize. Scheduled to ship in August 2021.

DIA STL143551.....\$12.99

## VIZ



### DEMON SLAYER KIMETSU NO YAIBA GN VOL. 01 TP

Learning to destroy demons won't be easy, and Tanjiro barely knows where to start. The surprise appearance of another boy named Giyu, who seems to know what's going on, might provide some answers-but only if Tanjiro can stop Giyu from killing his sister first! Scheduled to ship in August 2021.

DIA STL080080.....\$9.99

## SPOTLIGHT ON

### DRAGON BALL SUPER GN VOL. 01 TP

Having defeated Boo, Goku is starting to get bored with his life on Earth. His wife, Chi-chi, wants him to get a job, but all he wants to do is train and fight stronger enemies. Elsewhere in the universe, the God of Destruction, Beerus, and his attendant Whis are traveling from planet to planet in search of food and entertainment. After blowing up some hapless victims, Beerus is reminded of a man from his dreams with the moniker 'Super Saiyan God,' or something like that... The God of Destruction sets his sights on Earth to track down this mysterious man! Maybe this will give Goku something to do? Scheduled to ship in August 2021.

DIA STL028683.....\$9.99



### DRAGON BALL Z SHONEN J ED GN VOL. 01 TP

Scheduled to ship in August 2021.

DIA STK692703.....\$9.99

### MY HERO ACADEMIA GN VOL. 02 TP

Getting into U.A. High School was difficult enough, but it was only the beginning of Izuku's long road toward becoming a superhero. The new students all have some amazing powers, and although Izuku has inherited All Might's abilities, he can barely control them. Then the first-year students are told they will have to compete just to avoid being expelled! Scheduled to ship in August 2021.

DIA STK686926.....\$9.99



### MY HERO ACADEMIA GN VOL. 03 TP

A sinister group of villains has attacked the first-year U.A. students, but their real target is All Might. It's all that Midoriya and his classmates can do to hold them off until reinforcements arrive. All Might joins the battle to protect the kids, but as his power runs out he may be forced into an extremely dangerous bluff! For Teen Audiences Scheduled to ship in August 2021.

DIA STK695176.....\$9.99



### ONE PUNCH MAN GN VOL. 01 TP

Nothing about Saitama passes the eyeball test when it comes to superheroes, from his lifeless expression to his bald head to his unimpressive physique. However, this average-looking guy has a not-so-average problem — he just can't seem to find an opponent strong enough to take on! Every time a promising villain appears, he beats the snot out of 'em with one punch! Can Saitama finally find an opponent who can go toe-to-toe with him and give his life some meaning? Or is he doomed to a life of superpowered boredom? For teen audiences. Scheduled to ship in August 2021.

DIA STK685301.....\$9.99



## GRAPHIC NOVELS

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# SPOTLIGHT ON



## POKÉMON ADV BLACK & WHITE GN VOL. 01 TP

Meet Pokémon Trainer Black! His entire life Black has dreamed of winning the Pokémon League... Now he embarks on a journey to explore the Unova region and fill a Pokedex for Professor Juniper. Time for Black's first Pokémon Trainer battle ever! Meet Pokémon Trainer White! Her entire life White has dreamed of making it in show biz. Now she runs a thriving talent agency for performing Pokémon. Will she make her favorite Pokémon, Tepig Giga, into a star? What will happen when Black and White cross paths with each other...and then with mysterious Team Plasma? Age Rating: A Scheduled to ship in August 2021.

DIA STK613797.....\$9.99



## POKÉMON ADV BLACK & WHITE GN VOL. 02 TP

Pokémon Trainer Black meets White, a Pokémon Trainer who runs a growing talent agency for performing Pokémon. Will Black catch show biz fever too? Meanwhile, mysterious Team Plasma is urging everyone to release their beloved Pokémon into the wild! What are they thinking?! Scheduled to ship in August 2021.

DIA STK623090.....\$9.99



## POKÉMON ADV COLLECTORS ED VOL. 02 TP

When Pokémon Trainer Red goes missing, his faithful Pikachu teams up with Trainer Amarillo del Bosque Verde to find him. The quest will take smarts, skills and a lot of help from Red's friends and other Pokémon. It will also pit Yellow and Pikachu against the Elite Four, whose headquarters on the mysterious Cerise Island will put all their battle tactics to the test! Scheduled to ship in August 2021.

DIA STL150742.....\$17.99



## POKÉMON ADV COLLECTORS ED VOL. 03 TP

All your favorite Pokémon game characters jump out of the screen into the pages of this action-packed manga! A stylish new omnibus edition of the best-selling Pokémon Adventures manga series, collecting all the original Vol.s of the series you know and love. Trainer Amarillo del Bosque Verde, while on the hunt for the famous Pokémon Trainer, Red, continues to gather other Trainers, Gym Leaders and even a few enemies to fight against the team known as the Elite Four! And rival Trainers Gold and Silver put aside their differences to battle Team Rocket! Collects the original Pokémon Adventures Vol.s 7, 8, and 9! Scheduled to ship in August 2021.

DIA STL150743.....\$17.99



## POKÉMON ADV COLLECTOR'S EDITION VOL. 04 TP

The three Legendary Pokémon Suicune, Raikou and Entei are searching for worthy Trainers. Will each be able to find someone powerful enough to fight by their side? Meanwhile, Crystal and Yellow have teamed up to find a mysterious flying Pokémon. Collects the original Pokémon Adventures Vol.s 10, 11 & 12! For all ages. Scheduled to ship in August 2021.

DIA STL161680.....\$17.99

## YU-GI-OH 3IN1 VOL. 02 TP

When Yugi beat his classmate Kaiba at a simple game of 'Duel Monsters,' he didn't realize that Kaiba was Japan's #1 gamer, heir to the Kaiba Corporation, and a vengeful madman! Now Yugi and his friends must survive Kaiba's 'Death-T!' Standing between them and escape are the two Kaiba brothers, who have spent years and millions of dollars building the greatest 'Duel Monsters' deck ever. Armed with his grandfather's hand-me-down deck, Yugi fights for his grandfather, for his friends and, most of all, for revenge! For teen audiences. Scheduled to ship in August 2021.

DIA STK670145.....\$14.99



## YU-GI-OH 3IN1 VOL. 03 TP

Game master Ryo Bakura wants to use the power of his Millennium Ring to put the souls of Yugi, Jonouchi, Anzu and Honda inside his 'Monster World' miniatures forever. Now, with 10-sided dice in hand, Yugi and Dark Yugi must hack and slash their way through Bakura's adventure and defeat the Dark Master Zorcor die trying! Then, on the island called Duelist Kingdom, a battle royale is taking place to determine the greatest 'Duel Monsters' player in the world! A fight with fisherman Ryota Kajiki is just a warmup for Yugi, the only person who's beaten Kaiba, the former world champion. But although Kaiba may be in a coma, his deck still lives in the hands of an evil ventriloquist, who has stolen not only Kaiba's deck but his very soul! For teen audiences. Scheduled to ship in August 2021.

DIA STK678807.....\$14.99

## YEN PRESS



## IS IT TO WRONG PICK UP GIRLS VOL. 01 DUNGEON DAYS GODDESS TP

For the gods and goddesses who give their followers Blessings to dive into the Dungeon, there's nothing they won't do for the sake of their familia. But have you ever wondered how they spend their days while their brave adventurers are busy fighting down below? Get a rare glimpse into the rare and just a tiny bit slapstick daily lives of the deities of Orario, 4-koma style! Scheduled to ship in August 2021.

DIA STL062347.....\$13.00



## SWORD ART ONLINE PROJECT ALICIZATION GN VOL. 01 TP

Deep in an unfamiliar forest, Kirito awakens with sensations far too convincing for a virtual world... With memories of a life he doesn't remember living. A boy and a girl...and a name that sticks in his mind: Alice. For readers ages 13 and up. Scheduled to ship in August 2021.

DIA STL168021.....\$13.00





# PLANKTON RISING



In this fun cooperative card and dice game, players take on the roles of their favorite Bikini Bottom characters like SpongeBob, Patrick, and Squidward to defeat Plankton from stealing the ingredients for the Krabby Patty.

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# Greece Lightning

WIZKIDS

## GREECE LIGHTNING

WZK 87527 ..... \$34.99 | Available June 2021!

*Ah how shameless – the way these mortals blame the gods. From us alone, they say, come all their miseries, yes, but they themselves, with their own reckless ways, compound their pains beyond their proper share.* The Odyssey, Homer

Odysseus. The Phoenicians. Jason. The stories of these great sailors of ancient Greece have captivated the human imagination for thousands of years. But why? The clash of fragile humanity against stormy seas, fickle gods, and competition between others? What happens when we are called to embark upon our own journey, to brave the sea and our own luck, to pursue greater glory?

*Greece Lightning.* This fun, fast, racing game from designers Kathleen Mercury (upcoming titles Dragnarok and Valkyrie) and Mark Sellmeyer (Spin Monkeys) calls players on an adventure to race their ship, their trireme, through the ever-changing seas against other players for victory. The designers sought to capture the feel of a real race in the game, from the jockeying of position to the calculated risk versus reward choices that players must make quickly.

*"But you, brave and adept from this day on... there's hope that you will reach your goal... the journey that stirs you now is not far off."* The Odyssey, Homer

Each player takes on the role of a sailor, competing in the mythical Hydra Regatta to complete two laps. The circular track consists of modular, locking wedges that circle a Hydra, with gorgeous art that illuminates the converging and shifting pathways. A start wedge can be placed on any wedge on the circle, and the initial setup of wedges allows for balanced yet unique play each game. Additional wedges that will be placed atop the setup wedges create a dynamic experience with literal twists, turns, and a fair dash of danger thrown in.



As players circle the sea, they have many fun, quick choices to make. Each wedge provides its own unique combination of pathways and icons. Players can choose to move along speedier pathways that may present more risk, or take safer routes to (hopefully) gain benefits that can be used later in the race. Fish spaces provide, well, fish, a really handy resource for distracting the Hydra while racing or to enable dice rerolls. Favor of the Gods cards can give you the sense of how much the gods approve (or disapprove!) of your boldness and



daring. Wedge icons allow you to place a wedge on the board, changing the course. The Scylla or Charybdis whirlpools are navigable, but at a price. Boosts of speed can be attained at certain icons while the ever-present Hydra lurks, seeking to halt your ship on its journey.

As players navigate the board, different styles of racing can emerge. Some players may just go for as much speed as possible, hoping that nothing bad will befall them, whereas others may go slower to collect needed resources. Some may focus on placing wedges to benefit their movement

where others may enjoy plunking a Hydra-filled wedge directly in front of opponents.

*"I won't set foot on a raft until you show good faith, until you consent to swear, goddess, a binding oath you'll never plot some new intrigue to harm me!"* The Odyssey, Homer

Of course, manipulating the board can only afford so much control over your progress; the press-your-luck dice present a whole other challenge. On a turn, you roll two dice to move your boat: a navigation die (1-3) and a movement die (1-6). You can roll a second movement die to try to go farther, but if the roll is lower than your first movement die, you bust and keep only your navigation die. If a sailor has fish on their ship, they can use them to reroll the second die (after all, a full tummy can help you go farther, yes?) and hope for a better outcome. Luckily, the gods want to see a close race, so should a sailor fall to last place, the Golden Fleece is awarded to the last place racer which allows for doubling of the navigation die and its protection from Hydra.

*"If only the gods are willing. They rule the vaulting skies. They're stronger than I to plan and drive things home."* The Odyssey, Homer

For fans of mythology, care was taken to match the ancient Greek gods to their abilities in the game, so Ares allows for a "mindless attack" on other players, Zeus throws lightning to prevent die rolls, to even sweet Hestia, who awards fish to all players. The powers of the Gods are legendary; players can have fun, pitting themselves against the gods, for victory.

*"Good luck to you, even so. Farewell! But if you only knew, down deep, what pains are fated to fill your cup before you reach that shore."* The Odyssey, Homer

Greece Lightning, coming from WizKids in June!

...



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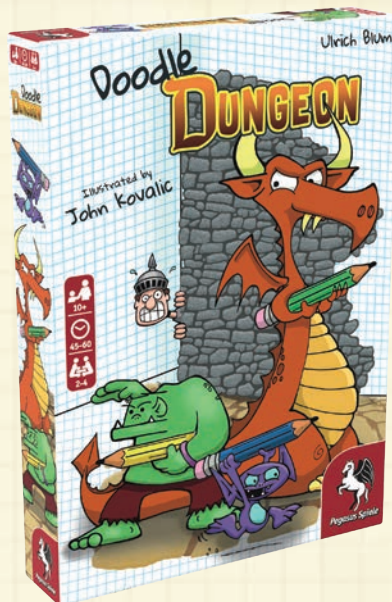


# Doodle DUNGEON



## DOODLE DUNGEON

PSD 51846E ..... \$29.99 | Available May 2021!



*So many centuries as a mere minion, and finally I'm ready to run my own dungeon! And what a deal I got on it.*

*What? It's... empty! No maze of walls! No clever traps! And worse, no monsters! That's why it was so cheap!*

*And hero season is starting soon! Got to stock the dungeon. Dungeon Discount Outlet here I come! And Monster Tavern – hopefully there are still some claws for hire! Maybe even a dragon!*

*Oh oh... looks like others are shopping too. They probably also got cheap dungeons. No matter – mine will be the best!*

From the wonderfully warped mind of Ulrich Blum comes a hilarious game all about being on the other side of a dungeon crawl. In Doodle Dungeon, you're the master of an underground lair doing your best to keep those pesky heroes from stealing all your treasures! And bringing it to life is the hilarious art of John Kovalic of Dork Tower and Munchkin fame.

Doodle Dungeon combines the best aspects of card drafting with the creative fun of drawing your own dungeon and its contents. You play in three phases: building your dungeon, charting a hero's path through an opponent's dungeon, and then defending your dungeon as a hero moves through it.

The game starts with players drafting cards to create their decks. Each card contains two major items: what elements it contributes towards building your dungeon, and what the card does as heroes travel through a dungeon.

Dungeon elements include wall segments in a variety of shapes that create the maze-like interior, plus an assortment of dangerous monsters and diabolical traps to inflict nasty damage on those bothersome heroes! It wouldn't be a proper dungeon without some treasure, so some cards have this as well. Your goal is to keep a hero from escaping your dungeon alive, or if they do to so then limit how much treasure they escape with. To help in this, some cards have improvements on them so you can buff your monsters and traps to even greater deadliness. Bwa-ha-ha! Other improvements can make your treasures more valuable or even increase your hand size. You'll record where you've hidden your treasures and what improvements you made on a separate scoring sheet.

As you draft each card, you'll then install the listed dungeon elements onto your dungeon. This is where knowing the other parts of the card come into play, as you can create pathways that take advantage of a card you'll plan to use when a hero gets to a certain spot!



The game includes pencils for drawing all of these onto your dungeon sheet. (There are rules as to how you can install these in your dungeon, so there's an eraser included too.) Each wall piece, for example, must be included as displayed on the card, though you can orient it in your dungeon as desired. Not as skilled of a draftsman as you'd like to be? There are stencils for drawing dungeon elements, and even some tips for freehanding monsters and customizing them to fit your own personal evil aesthetic.

At the end of the build phase, you now have a dungeon ready for action! Walls are set, monsters placed, traps ready to spring, treasure hidden, and improvements all set for that extra bit of danger. Time to pass your dungeon sheet to another player, and for everyone to draw the path a hero will take through the dungeon handed to them. This is your time to out-clever your fellow players and get a hero through their dungeon unscathed and with all the gold!

Once everyone has drawn a path through an opponent's dungeon, it's pencils down and time for action (or as the game calls it, the Whack the Hero! phase). Those cards you drafted earlier to build your dungeon? Shuffle them up – they're now your action deck. Move a hero along one dungeon path until they run into a monster or a trap, then see if they survive! Here's where those improvements you made to your dungeon should really pay off. You can also play cards now to increase the damage inflicted on a hero moving in your dungeon, or play other cards to aid a hero in someone else's dungeon. After all, you want heroes to do badly in your dungeon, and succeed wildly in an opponent's lair! An orc might get a spiked club, for example, or a hero could be gifted a healing potion. Then move to the next dungeon and see how far its hero goes along their path before facing their own perils.

After all heroes have made it out alive (or not), tally up how much treasure wasn't stolen from each dungeon, how many of its monsters are still alive, and the health of each hero who survived. Whoever has the highest score wins and is crowned the most malicious Dungeon Master!

Each session of Doodle Dungeon is a fun-filled experience, and the card drafting plus each player's creative take on drawing their dungeon ensures every game is different. You can even keep fiendishly clever and especially deadly drawings as treasured mementos of the perfect dungeon crawl... perfect for the Dungeon Master, that is!

And to make the game more fun, for a limited time there is a special promo pack of new monsters and hero aids – ask your retailer about this when you buy Doodle Dungeon!

...

*Tim Huckelbery is the US Studio Editor and Talisman Brand Manager for Pegasus Spiele. He does a booming side business in used dungeons, monsters extra.*



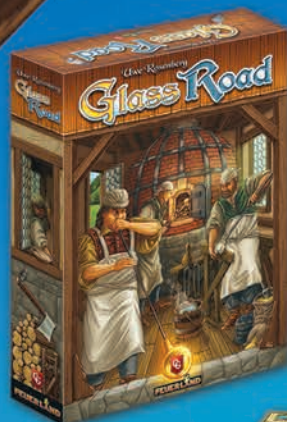


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# WHAT IS DRAFTING

## AND WHY IS IT

### THE BEST GAME MECHANIC?



So, I love drafting games. There's something so appealing about assessing a spread of options, choosing the best one of the mix, giving the remnants to your opponents, then going through the whole process again with *their* remnants. It forces your strategy to remain nimble, always observing other players' choices and reacting to the ever-changing options in front of you. But wait! I'm getting ahead of myself. What in the world is drafting, you ask?

Drafting is one of many mechanisms that make tabletop games so dang fun. Even within drafting there are several additional subsets of the larger category, each with their own play style and rules. So many games can incorporate drafting in their rulesets, yet remain entirely unique games.

Let's consider the soon-to-be-released *Brew* (PAN 202108, \$29.95). This is an example of an "open draft," where players are choosing something (in this case cards) from a common pool. The important element of this is that there is a selection of cards laid face-up for players to choose from. This differs from simply drawing cards from a face-down deck as there is no visible information or player choice in that action. In other words, drafting creates higher levels of player agency, not to mention you won't be at the mercy of a blind draw!

In *Brew*, (after rolling their personal set of dice) players take turns placing them on action spaces, some of which let them purchase Potion cards from the Market or tame woodland Creatures with powerful abilities. Both of these actions are examples of open drafting — if a player takes a Potion or Creature, that card is denied to the other players. It's this indirect player interaction that manages to keep players on the edge of their seats between turns. It creates delicious tension as players compete. If someone's strategy hinges on a specific card, it could greatly affect their future turns if that card is suddenly claimed by someone else!



choose from. *Ohanami* does this slightly differently. From each hand they're passed, players will select two cards and immediately play them. This allows for shifting strategies as you see what cards other players have played and what cards that will be passed to you in the next hand. Making informed decisions while maintaining some degree of surprise is something that makes this game very satisfying to play!

So far, we've only talked about drafting with cards. However, you can draft with just about any type of component. *Dinosaur Island: Rawr 'n Write* (releasing this Summer) has players draft dice to gain resources and workers. Each round, the first player chooses one of the dice from the common pool and gains the resources shown on the die face. This repeats for each of the remaining players in order. This would be an example of an "open draft," since all the information is public and common. The game also adds a twist by having players draft a second time, but in reverse turn order (also known as a serpentine draft). This twist helps create a sense of balance as the last player gets two drafts in a row. What's more — this variation introduces interesting new strategies as players think a few drafts ahead, hoping their second draft scores them the dice they want.



Dice in image are prototype components and not final quality.



However, as previously mentioned, open drafting isn't the only type of drafting that exists. *Ohanami* (PAN 202013, \$14.95) is another drafting game in the Pandasaurus catalog, but it is vastly different from the gameplay in *Brew*. This game uses a "closed draft" as the foundation of its ruleset, meaning that players are dealt a hand of cards from which they choose one and pass the remainder to their neighbor. The "closed" aspect refers to the fact that the options presented to players are private (ie. closed to other players). No one can draft a card from another player's hand.

All that to say, there are so many types of drafting games out in the world, with more being designed every year! If you don't enjoy card games, you might find drafting elements incorporated into certain euro games more up your alley. If any of the games mentioned in this article sound interesting to you, I recommend asking your local game store to order a copy for you!

...



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# IVION

## WHAT GRAPHIC DESIGN CAN DO FOR A GAME



IVION - THE HEROCRAFTING CARD GAME: THE HOUND AND THE HARE  
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LMG IV002SS..... \$39.99 | Available September 2021!

Over the past few years, my partner and I have worked with the graphic designer of *Fog of Love* to completely redesign the less-than-successful first edition of our game. The following article is a testament to the long behind-the-scenes journey we took to discover the beauty of this all-too-frequently-overlooked aspect of gaming.

In late 2017, my girlfriend and I released a game called *Ivion*. It funded, but never really amounted to much. Basically, it was your garden-variety fantasy card game which was too involved to be successful. You probably know exactly the kind of game I'm talking about.

After release, my partner and I had basically accepted that we'll need to start from square one on the next project; the market is saturated with games like this, there's no way our game is ever going to be accessible enough for mainstream appeal.

Enter Tom Vassel, legendary game reviewer from *Dice Tower*.



On a lark, we sent a copy of our massive, 2.5kg monstrosity of a game to Tom. To our utmost surprise, he actually ended up playing it and gave what I consider to be the most valuable game critique I have ever received.

He actually really liked the game. He thought it was innovative and asymmetrical, but he utterly hated the presentation - which, to be fair, was not very good at all.

So, after a long evening of debating, we decided to give *Ivion* another go.

At first, we tried to update the graphic design with our existing artists. This taught us a very valuable lesson: Artists are NOT Graphic Designers, and vice versa.

Although the artist we had hired to do graphic design work was willing to take the commission, it was clear that it wasn't what he wanted to be doing; he was much better painting on the card's canvas rather than around it. We needed a **real** graphic designer.

Enter Mike Højgaard.

When brainstorming possible candidates to spearhead our graphic design update, we decided to shoot for the man responsible for the most beautiful game we could think of: *Fog of Love*.

Miraculously, Mike was free and willing to take the job.

Over the following months, Mike managed to take our game and **completely transform** it, delicately balancing the information of the card so the entire game works in a cohesive design language

### THE BOX



"For me fantasy and imagination is and should be the main attraction. This for me is very much represented already in the array of beautiful illustrations you've already made.

So, I wanted to treat these illustrations as you would a beautiful painting — and give them an equally beautiful frame! A frame that serves as a contrast and as a deliberate amplifier of what is the essence. A frame that draws its viewer and audience into the experience of *Ivion* — like a window into the realm of battles, action and fantasy.

It may sound contradicting - but I want to free the illustrations by framing them!"

- Mike Højgaard

The first delivery we received from Mike was a Box redesign. When we got this, we knew we were starting something big.

Compared to our original box, there is no question as to what Mike was bringing to the table. He had completely changed the entire first impression our game gives off, and he explained how and why in ways I could never match. In his eyes, Mike felt that the primary vessel for fantasy aesthetic was already provided in full by our game's illustrations. The graphic designer's job, then, was to provide a frame to bring those images to the forefront.





## THE CARDS

"I have deliberately made a huge effort in cleaning up details to again better let players 'consume' the cards and hopefully decode quicker and more easily play Ivion. You might feel this is a big step taking away a lot of the previous illustration and ornamental work - but for me it was simply disturbing my eye and adaptation of the gameplay.

Instead — I again want to let the actual illustrations speak the thematics and drive the fantasy aspect of the cards.

In turn I am letting the icons be designed more simply, text easier read, colours be clear and easily understood. AND letting the illustrations be ILLUSTRATIONS — not the card per se."

- Mike Højgaard

Getting the cards right was a challenge. This is probably the asset my partner and I were the most stringent on; Information needed to rest in specific places, and we needed the text box to fit a specific amount of text.



Perhaps the hardest decision was whether to change the card backs. Initially, we were planning on keeping the old card back (ala *Magic: the Gathering*). But we ultimately decided that the game is small enough and sleeves are ubiquitous enough that it's not going to be seriously detrimental to change the back one last time.



A lot of a game's complexity and approachability can be **directly** mitigated by clever graphic design. In fact, I would say that heavier games live and die by how their information is displayed to players.

My best two examples are *Villainous* and *Tapestry*. Both games break their rules down into concrete concepts, then use very simple, clean iconography to develop their own game languages. Once you learn how to "read" *Villainous* or *Tapestry* it takes only a glance to understand the meaning behind the consistently repeated 10 or so symbols.

Next time you're browsing your collection, take a moment to think on your favorite games, and the almost invisible power of clean graphic design. I expect that for most of you, the games you keep coming back to again and again are finding their way to the table thanks to their clean, organized arrangement of information.

It took us about two years of work, but we finally finished our redesign. *Ivion* will be coming to stores in September, and it's available for preorder now.

...

*Game Developer, Rules Guru, and CSV Wrangler. As Luminary Games' left side of the brain, Aaron Shaw works with his lead designer Aislyn to bring her creations to life. When he's not designing games, Aaron works with artificial intelligence as a senior software developer.*





# MARVEL X-MEN RISE AND FALL HEROCLIX

WIZKIDS

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WZK 84792 ..... \$9.99 | Available June 2021!

Greetings *HeroClix* fans!

This June epic outer space X-Men action hits the tabletop at warp speed! The X-Men have well documented connections to the outer space Shi'ar characters.

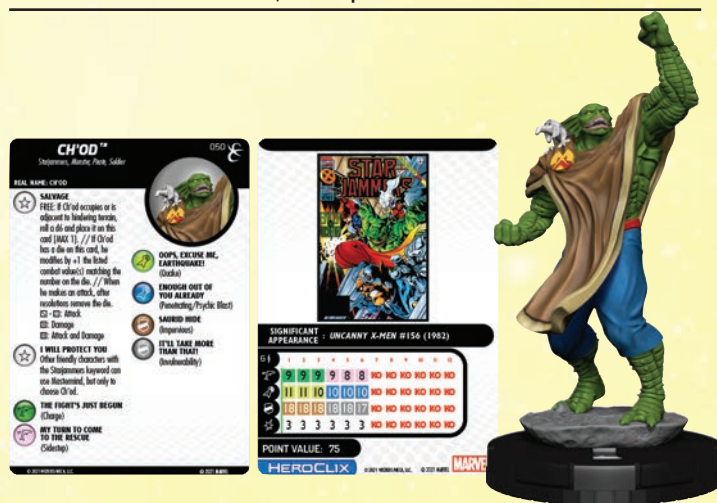
If you haven't been keeping up with *HeroClix*, this set continues some of the great improvements to the game from earlier this year — bigger sculpts, improved details, enhanced paint jobs, and game play that connects to past and future sets better than ever!

Today we're going to highlight some of the members of a fan-favorite team — The Starjammers! Long time X-Men fans have probably enjoyed them in *HeroClix* over the years, but they made a big splash in *Marvel HeroClix: House of X*. In *Rise and Fall*, you'll see some continued mechanics and traits from *House of X* along with some brand-new traits like "Rally" and "Salvage". The Starjammers getting more support in *X-Men Rise and Fall* will make them a force to be reckoned with. Let's dive into some spoilers!

The most eye-catching part of Raza is his Salvage ability. By strategically positioning him you'll be able to boost your combat values for later. At only 35 points, between Salvage and his full-dial Blades/Claws/Fangs he's very likely to punch above his weight when it comes to hitting the opposition!



Ch'od is the powerhouse of the Starjammers! At 75 points and 6-clicks, he doesn't seem too tough to take down, but when you consider his 3 clicks of Impervious, there's a chance your opponent can't even break through to the second half of his dial! He's no slouch on offense either, allowing you to use Charge/Quake for some great crowd control options. He also has a trait to give other Starjammers



the ability to use Mastermind, but only to transfer damage over to him and his full dial of damage reducers. With the Dolphin symbol, he's also going to be hard for your opponent to target if the map has (or you generate) some water terrain.



Hepzibah is a figure that will take a lot of finesse to play, are you up to the challenge? With Charge and 2 bolts, she'll have some crowd control options. Given her range 4 she'll also be able to threaten characters who might not be adjacent but get too close. While she's got Salvage just like Ch'od and Raza, the trait that really stands out on her dial is The Resurrection of Corsair. Once per game, you'll get

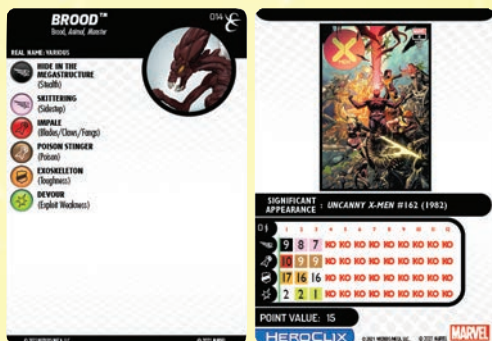




to bring back one of your Starjammers in a way that's reminiscent of Living Legend from 2020's Captain America release. And even if you want to use her on an X-Force or X-Men team, she will be able to use this trait for herself.

With tons of characters having worked alongside the Starjammers, the keyword won't be limited to the typical crew. The X-Men's Polaris, Lilandra, Havok, and Rachel Summers are just some of the familiar faces that will join up with Marvel's most famous space pirates.

We have another treat for readers today in the form of two of the generics that will be awesome to collect as army builders or to fill out the last few points on your team! First up — the Brood!



At only 15 points, Brood starts off with Stealth and Blades/Claws/Fangs, there's a chance they can land a devastating blow on an opponent before they get KO'd. On the other hand, there's a chance that your opponent is able to KO them in one hit, but to do so they'll need to ignore your other threats — it's a win-win for you! Be on the lookout for another Brood in the set to be revealed later that works with these Brood!



Another major group for this space themed set, the generic Shi'ar Soldier generates light "Shi'ar Flag" objects, so if you're trying to make object attacks, for 20 points he's a great option. Then again — future spoilers might tell us about some cool combos involving Shi'ar Flags. Only time will tell...

Both the Pre-Release and regular release of *Marvel HeroClix: X-Men Rise and Fall* will be in June 2021, so make sure to get Pre-Orders in with your FLGS! On top of the booster brick, be on the lookout for an X-Men themed fast forces set from the *Rise and Fall* storyline, a special dice and token pack featuring *X-Men* art from the Timeless comic variants, and a Play at home kit featuring an incredible birthday Deadpool that can't be missed!





# SHIFTING BACK INTO THE MAINSTREAM – THE RETURN OF REDSHIFT

Ten years ago, two games were brought together to form the basis of a new design studio; one wherein designers and artists with a project or idea could come together, collaborate, and ultimately develop it into a game, and then maybe move on. Or maybe not.

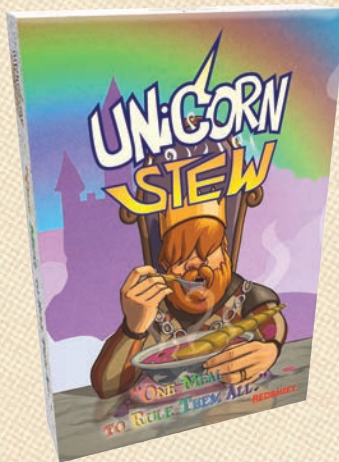
It was to be a place where talented people could get their games published but perhaps lacked the time or means to create and manage their own long-term imprint. For one brief, shining Camelot-esque moment that's exactly what happened: Redshift dropped a few interesting titles, one of those being *Kittens in a Blender* which has over 70,000 copies out there in the world, an expansion, and an upcoming Deluxe Edition (more on that in a bit).

"One brief shining moment?" you say? Well, yes. As great of a concept as the Redshift mission statement was, like so many utopian concepts, more was given to the *idea* of it than what it may have taken to run it. Just like the illusion of the Renaissance Faire is held in place by modern plumbing, every game company — no matter how well conceived — needs operations, project management, manufacturing, distribution, marketing... all the things! As a result, Redshift fell a little off the radar, despite its success and popularity. After a few years of projects sitting on the back burner, and knowing the potential for success in Redshift, it was time to revitalize the brand.

That's where I come in; I'm Mike Richie, founder of Rather Dashing Games. Now, I'm also heading up operations and project management for Redshift. It's really a great opportunity to be able to flex both my creative and administrative muscles in two different design studios with such wildly different styles of games and I'm really looking forward to wherever Redshift will go. Since it's more of an open design studio for smaller style titles (and on the slightly irreverent side as well) it's going to be fun meeting new designers, artists and developers and seeing cool projects brought to life.

So, all that said, let's take a look at what exciting games we have in store in the coming months for you.

First, we're going to go back to our roots: *Kittens in a Blender* has been out of print and highly sought after for some time now, so, what better place to begin? *Kittens in a Blender Deluxe Edition* packages the original game and the expansion *More Kittens in a Blender* in a swanky kitten-resistant tin. (At least, we think it's kitten resistant) With the expansion, the game plays and scales well for 2-6 players. Sure, kittens are curious by nature, but when these adorable kittens play in a kitchen full of dangerous appliances, it's up to you to save them. This fast-paced card game has players working to save all of their own kittens before the unthinkable happens...



Right on the Kittens' heels comes one meal to rule them all: *Unicorn Stew*! You see, the King is hungry. The problem is, he's not sure what he wants. In fact, he's **never** sure what he wants. The best he can ever do is let the chefs know that today he's feeling kind of "gourmet... and Ogre...ish" or "something quick... and Dragon-y...". Whether you're serving up a Pegasus Pot Pie, Fairy Kabobs, or a bowl of steaming Mermaid Chowder, match closest to what the King wants and be named the Realm's Top Chef in this macabre game of mythological meal planning for 3-6 players.

If slicing, dicing, boiling, mashing, and sticking Unicorns in a stew wasn't enough, our next game takes you to the desolate aftermath of a nameless nuclear wasteland where the only food left has mutated into unspeakable horrors which must be hunted down. Do you have what it takes to survive the *Tacopocalypse*? In this quick drafting game for up to 6 players build high scoring combo plates. Keep an eye on what tasty, ferocious, and strangely alive Tacopocalyptic foods your opponents are collecting because when the same cards hit the table it's a mad scramble to grab the game changing pile of condiment cards. Will you get nuclear hot sauce to enhance your plate, make your opponents fill up on Chips and Dip, or unleash the dreaded monster Chalupacabra? Someone WILL be left out. Don't let it be you!



Hopefully, you're as excited as we are for Redshift's return. This is only the beginning: we have lots more in store for the future. Redshift Games is committed to skewing to the casual, quick-to-learn end of the spectrum with compact packaging, making for ease of travel and sharing with your friends!

...

Mike Richie is the Director of Operations for Rather Dashing Games and Redshift Games where he juggles all the balls, spins all the plates, and wears all the hats! But Mike looks rather dashing in hats, so it's okay. He also likes the outdoors and most all things geeky.





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# PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR

**EXCLUSIVE**

## EPISODE #36 - PAINTING BOARD GAME MINIS



Welcome to the latest "episode" of *Painting Happy Lil Minis* in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page (and our YouTube and Twitch channels) - Thursdays at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

### FOLLOW THE SCHEME OR CHOOSE YOUR OWN DIRECTION?

More and more boardgames are releasing with lovely (and detailed) miniatures replacing the standard meeples. While there's generally no "need" to play with painted versions, you might find that you "want" to. This desire is typically stronger when the minis are based on characters you know and love from movies, TV shows, comics, and even novels.

It's my opinion that when you are painting your boardgame minis that are familiar characters it's a good idea to match their original/expected appearance, but for everything else you should break away from any presented artwork and give your own color schemes a try.



Jet Black is from the *Cowboy Bebop* game by Japanime Games, and I painted him to match his on-screen appearance.



This Ripley in her Powerloader and the Alien Warrior are from the *Aliens* boardgame by Gale Force 9, and painted to match their on-screen look.



These minis are from *Wildlands* by Osprey Games and don't follow any particular pre-determined scheme



## PAINTING UP A TEAM

Some board games include factions or teams, and I have found that it is a good plan to paint them up with a fairly limited color palette that you use across all minis in the team. These might represent a group of “good guys”, or possibly the antagonists of the story, but if they are designed to work together in the game, it can be a great idea to tie them all together visually.

For this month’s example I painted up Rangosh, Scourge of the Broken Plains, and a couple of his minions, the Red Bandits, from the game Godtear by Steamforged Games. I typically paint my boardgame minis with a “get them done quickly” approach, I tend to use a lot of washes and Games Workshop’s Contrast paints.

The first step was to prime the minis with a white spray primer (GW Corax White spray), and then I applied a wash of GW Contrast Fireslayer Flesh over the skin for all three models. Once dry, I highlighted with a mix of Vallejo Tan and P3 Ryn Flesh. This was finished off with a final highlight of the Ryn Flesh.

The next step was applying GW Contrast Basilicanum Grey over the cloth areas (as well as over the horns of Rangosh). This was highlighted with Vallejo Light Grey.

The leather straps, boots, gloves, and belts were painted with GW Contrast Gore-Grunta Fur, and the padded armor on the Bandits was washed with GW Contrast Skeleton Horde, and then highlighted with Vallejo Ivory - the same color used on Rangosh’s teeth.



The tattoo details on Rangosh, as well as the scarves and tabards of the Red Bandits were painted with GW Contrast Flesh Tearer Red.

The wooden parts of the Bandit crossbows, along with the hair on Rangosh (and his lower horns) were painted with GW Contrast Cygor Brown, and the steel areas were painted with The Army Painter Gun Metal.

The bases were tidied up with a layer of Vallejo Black, and the minis were given a spray of GW Munitorium Varnish to protect them during gameplay and handling.

A few other details were added to Rangosh himself, befitting the mighty leader that he is, but this shows that even though the minis are quite different, a limited color palette can really unify a team.



## MAKING IT A FAMILY AFFAIR

Painting your board game minis can be a lot of fun when you include everyone who will be playing. A couple of years back I painted up the minis from Stuffed Fables by Plaid Hat Games with my daughters, who were 9 and 7 at the time. While their painting is quite basic, it is theirs and they appreciate gaming with them all the more.



*Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life*





## POINT SALAD (AEG 7059)

From Alderac Entertainment Group, reviewed by Eric Steiger

8 & Up	2 - 6 Players
10 - 30 Minutes	\$19.99

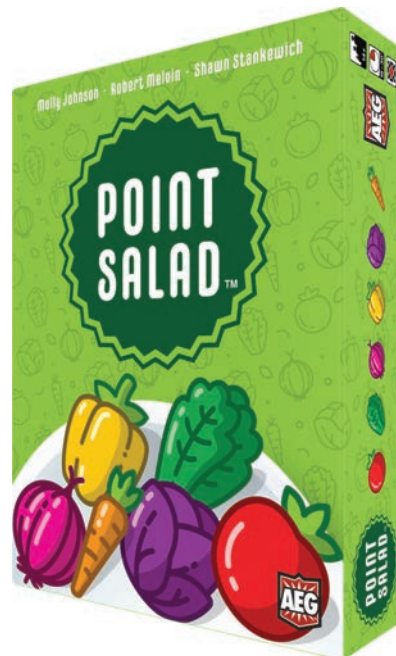
So, here's the dirty little secret about *Point Salad*: it isn't one. For those who don't know, the term "point salad" is a derogatory name for any game in which you earn victory points for doing *everything*, to the extent that it's difficult to come up with a winning strategy because anything you do helps you win. That's not really the case here; in *Point Salad*, there's only one way to score points: with point cards. Then again...every single card is a point card.

Every one of the 108 cards in *Point Salad* has one of the 6 types of vegetables on the front, and a goal on the back. The goal might give you points for each veggie of a particular type you have, or for each set of multiple veggies, or for each veggie type that you *don't* have, etc., etc. As I said, there are 108 of them, and they're all different. At the beginning of the game, you shuffle the deck and divide it into thirds. Each pile sits at the top of a column, and you place two cards from it face (veggie-side) up into that column, forming a 3x3 grid with three-point cards showing in the top row, and six veggies taking up the bottom two rows.



On your turn, you can either take the point card off the top of a pile (thereby revealing a new point card underneath), and put it in front of you, or you can take two veggies and replenish them from the piles at the top of their respective columns (again, revealing a new point card). That's it. That's your turn. You can also flip one of your point cards at any time on your turn to change it into the veggie on its other side (but not vice versa). If a pile runs out, you split one of the other piles in half. The game ends when you run entirely out of cards. At the end, you use your point cards to determine your score based on the veggies you possess. That's the whole game.

Surprisingly, there's actually a lot of game in this little box. Point cards don't just give points unconditionally; some take away points for each of a particular kind of veggie you have, so there is a good bit of planning for the future with each point



card you take. Additionally, all cards are public information, so you know what your opponents have and want at all times, and hate-drafting is essentially inevitable. The ability to turn a point card into a veggie if it ends up being a liability means you can't shoot yourself in the foot too badly, but at the same time, you can't score without any point cards.

As gameplay goes, this game is honestly everything I wanted Fluxx to be and never is. You don't have to wait ages for somebody to finish a "comboriffic" turn, since all they do is take 1 or 2 cards. You know how long the game is going to be before it starts. And with no hidden cards, you can't be surprised by a seismic shift in the game from another player completely upsetting your entire strategy.



then pick it back up later.

As light, fast, and approachable games go, *Point Salad* is a good set collection experience that offers up some fun decision points. It's phenomenally intuitive and easy to teach. The point cards offer a decent variety of re-playability, but even though there are 108 different ones, they tend to be variations on a few themes without a lot of major differences between them, so you may not want to play over and over in the same session. But at 20 minutes or so a game, you can easily fit in 3-4 rounds before moving onto something else, and



*Eric is your friend, and friends wouldn't let you play bad games.*





## CUBITOS (AEG 7084)

From Alderac Entertainment Group, reviewed by John and Isaac Kaufeld

 14 & Up	 2 - 4 Players
 30 - 60 Minutes	 \$59.99

Dice love to race. It's a little-known fact, but true. Sure, they make racing magic happen for cars, camels, spaceships, and more, but they rarely get to race on their own.

*Cubitos*, from Alderac Entertainment Group, finally gives racing dice their turn on the track. Set in a land where cubes love to roll, *Cubitos* takes classic push-your-luck gameplay into new directions with custom dice, variable powers, and multiple race tracks.

Grab your dice trays (no really, you'll want dice trays for this — we aren't kidding) and roll up the fun with the top five things you need to know about *Cubitos*.

### SO MANY DICE

The game includes 121 custom six-sided dice that fall into three basic groups. The starting dice are light and dark gray. On the right roll, they all give you money, but the dark grays can also move your racer on the board.

Ability Dice come in a rainbow of colors. They feature between one to three special faces. A deck of ability cards tells you what the faces do in the game. (More about those in a moment.)

The large Start Player die reminds you which player started the round. It's also the only die that offers money, movement, or one of the game's valuable credit tokens.

### COINS, CREDITS, AND MOVEMENT

Three kinds of currency drive the players' strategy in *Cubitos*: Coins, credits, and movement.

Because this is a race, winning the game takes movement. Players get movement from the feet icons on the dice, from special powers on the Ability Dice, and by spending coins and credits.

Coins let you buy new dice or buy movement. Leftover coins go away at the end of your turn, so spend them freely. Credits last from turn to turn, so you can accumulate them over time and spend them later on some extra movement when it gives you an edge.

### CARDS SET THE POWERS

Every game of *Cubitos* uses all of the available dice, but what the dice do in the game changes depending on the ability cards you choose during setup. The cards assign specific powers to the symbols on the dice faces and tell you when and how those powers come into play.

Most of the powers do things by themselves such as give you coins, credits, or movement. But the game's real innovation and excitement comes from the cards that assign combination powers to the dice. Combo powers only work if you have the right colors of dice available in your pool as you do your rolls.

### BRINGING IT TOGETHER

Playing *Cubitos* starts with choosing one of the racetracks (the game includes two double-sided boards) and selecting cards for the ability dice. (Tip: Keep a log sheet in the box so you can track your favorites and avoid combos that didn't work for your group.)

All players roll their dice at the same time, moving dice with face-up symbols (what the game calls "hits") into the Active area of their player boards.

Since this is a push-your-luck game, you can choose to keep rolling or stand pat with what you have. If you roll all blanks ("misses" in game parlance), your turn ends but you gain some fans which could give you extra bonuses.



Movement is pretty straight-forward as you advance your token among the obstacles and bonus spaces on the racetrack. Winning the race means crossing the finish line first (or farthest if two or more players finish at the same time), so don't get so distracted by buying dice that you forget to spend occasional coins for movement.

If your racer falls behind, *Cubitos* has a clever catch-up mechanic that lets trailing players roll extra dice depending on how far they are behind the leader.

### SOME SANITY-PROTECTING TIPS

As we dove into *Cubitos*, we found a few easy things that made our game experience more fun, mostly by keeping the dice on the table instead everywhere else.

When assembling the dice tray boxes, use a bit of cellophane tape to pin the big flap in place inside the box. That flap doesn't attach to anything so it often springs open and dumps dice everywhere.

For your sanity's sake, play this game with dice trays or a dice tower. It's not impossible to play without them, but we forecast a 90% chance of frustration with intermittent periods of game delay while digging dice out of the carpet.

### VERDICT

*Cubitos* breathes new life into the classic dice game genre. By messing with everything from the odds of each die's rolls to the special abilities of the faces to the challenges of the boards, AEG created a replayability monster.

Parents playing with younger kids may need to help them understand with how some ability cards work, but once they get the idea then they'll probably beat the parents thanks to their willingness to throw caution to the dice rolling winds.

If you love pushing your luck, building combos, and — most of all — rolling lots of dice, then you're going to love *Cubitos*.

...

*John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?*





# BATMAN: THE ANIMATED SERIES - GOTHAM UNDER SIEGE (IDW 01537)

From IDW Games, reviewed by Brian Herman

 14 & Up	 1 – 5 Players
 45 – 60 Minutes	 \$49.99

Those closest to me know that I am an absolute Batman fan, bordering on fanatic. Ever since I was a kid the idea of the Dark Knight with his skills, gadgets, and rooftop shenanigans appealed to me way more than most other superheroes with bright colors and flashy powers. Of all the adaptations of Batman in popular media, my absolute favorite has always been the cartoon *Batman: The Animated Series*. More so than any major studio live action budget, no other screen version has once ever captured both the comic feel and grittiness of Batman. When I saw the IDW game *Gotham City: Under Siege*, I knew I had to give it a shot just based on the intellectual property alone. The art on the box is ripped right from the cartoon, the Dark Knight standing above his city as the light of the Bat-Signal flashes along the sky.

The premise of the game is that a multitude of villains are working together to terrorize Gotham City, threatening both the people and property alike. In *Gotham City: Under Siege*, 2-5 players take on the roles of Batman and his allies in a cooperative experience working against an ever-increasing number of threats during four distinct rounds (called "Acts") of villains attacking the city.

Cooperative game engines aren't always my favorite experience for a tabletop, as the difficulty curve can either be too loose or too tight or doesn't always scale well for varying numbers of players. However, BTAS: Gotham City Under Siege manages to straddle this tightrope just right, presenting a compelling challenge without being impassable, and scaling upward based on how many heroes are answering the call in a particular sitting.

During setup, nine different cardboard buildings are placed in the center game area in a 3x3 grid atop 9 random city block cards. A tracking board numbered 0-8 is placed next to the game area with three tokens in varying setup spots: A Bat-Signal Token, an Explosion Token, and a Citizen Token. The first Act setup card is placed near the play area, each with its own unique story cards and villain setup based on the number of players. Each player chooses a hero placard with a corresponding deck and set of four colored dice and places that hero mini on one end of the city.



Each round, players can draw two cards from their hero deck, and choose one to use for that Act, placing the other one back on top of their deck. These cards provide unique and appropriately themed bonuses to those characters. If during the game the Explosion or Citizen token hits the 0 spot, all players lose. If at the end of the 4<sup>th</sup> Act all players haven't been knocked out and the two tokens remain above 0, then all players win.

During each act, the heroes get a chance to perform their best against the onslaught of villains, masterminds, and story cards affecting Gotham City. To do so, each player rolls all four of their hero dice, and then takes turns placing one die on either a story card in an attempt to solve that card, or on their own player placard for a variety of effects, usually involving moving around the city to defeat the villains and masterminds there. After each player has placed a die, then each player can pick up their remaining dice, roll them again and repeat the process. Once all players have placed all their dice, then the villains and story cards get a turn. First, the uncompleted story cards are checked,

and any penalties or rewards are meted out as appropriate. Then any remaining stacks of villain tokens are allowed to roll dice against the city, attempting to destroy buildings and flip over the city block cards, threatening to move the Explosion or Citizen tokens closer and closer to 0.

**BTAS:** *Gotham City Under Siege* is a marathon, not a race. If players can withstand four rounds of waves of villains and challenges, then they truly are worthy of the title of "Hero." On the other hand, if too many buildings or citizens fall, or if a single

hero at the table falls in defense of the city, then all players lose the game. This fine line of game balance and tension requires all players to perform at the highest level of cooperation, using as much strategy as possible to minimize losses to the city in the face of overwhelming odds, which brings me back to playing it again and again.

...

*Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.*





**SPARTACUS: A GAME OF BLOOD AND TREACHERY  
(2021 EDITION) (GF9 SPAR01)**

From Gale Force Nine, reviewed by Thomas Riccardi

 14 & Up	 3 - 4 Players
 120 - 180 Minutes	 \$50.00

In ancient Rome lies a city by the name of Capua. This city is host to four Houses currying influence in order to be the most powerful, eclipsing its rivals. This will be done behind the scenes as well as on the hot sands of the arena. Will your House gain the most influence and outshine the rest of your opponents or will you fall, beaten in both the arena and outside of it? This is the setting behind Gale Force 9's new offering set in ancient Rome entitled *Spartacus: A Game of Blood and Treachery*.

Everything that you will need to create the intrigue of Capua is in this box: there is an arena and betting board, rulebook, four gladiator figures, four House cards, 104 Intrigue cards, 64 Market cards, 152 tokens and 26 dice. The Houses the players can choose from range from the cunning House Chuma to the legionnaires of House Glaber.

Each of these Houses have different starting resources which are gladiators (used in arena events), slaves (increasing the wealth of the House), guards (to protect your House from schemes) and coins (used to purchase from the marketplace). Also, each of these Houses have special rules, allowing players to discard resources to gain either cards or influence. The first player to reach 12 influence wins the game.

The game is broken up into four phases and they are as follows:

**Upkeep:** During this phase you can refresh any cards that were exhausted last turn by turning them face up. Also, if any of your gladiators were injured during combat last round you can attempt to heal them by rolling a six-sided die. Lastly, you need to balance your ledgers by earning 1 gold for each slave you have and paying 1 gold for each gladiator you own. If you are unable or unwilling to pay the fees for your gladiators, you must discard them during this phase.

**Intrigue:** This phase is used to either bring Influence to your House or sabotage your rivals. Your hand size increases with the amount of Influence you gain throughout the game, allowing greater opportunities to advance your agenda or stymie others'.



**Market:** During this phase, players can buy and sell guards, gladiators, slaves and equipment. The first part of the phase is an Open Market where players can buy and sell resources that they own either between one another or towards the bank. If they sell it to the bank, they only get the gold value on the card however, they can name a higher price if sold to a player. During the Auction part of this phase, players can place the number of cards face down in the arena for bidding. Each card is then flipped over and each player puts an amount of gold in their hands and reveals it to the other players simultaneously. The person who has the highest amount of gold wins the bid and in the event of a tie that gold is put on the table and they bid again until a winner has been reached. The last part of this phase



is to bid who will act as host for the Games, which take place during the next phase in the arena.



**Arena:** This is where fortunes are won and lost as gladiators are pitted against each other in mortal combat. Each of the gladiators has a card with speed, attack and defense. Speed is how many hexes they can move per turn, attack and defense is how many dice you roll for each. Combatants roll the amount of dice and then allocate the damage accordingly. Each damage is removed from those pools that will hinder your gladiators speed, attack, or defense. If the gladiator loses all of one pool they can yield, two means they are injured and all three means they have been decapitated.

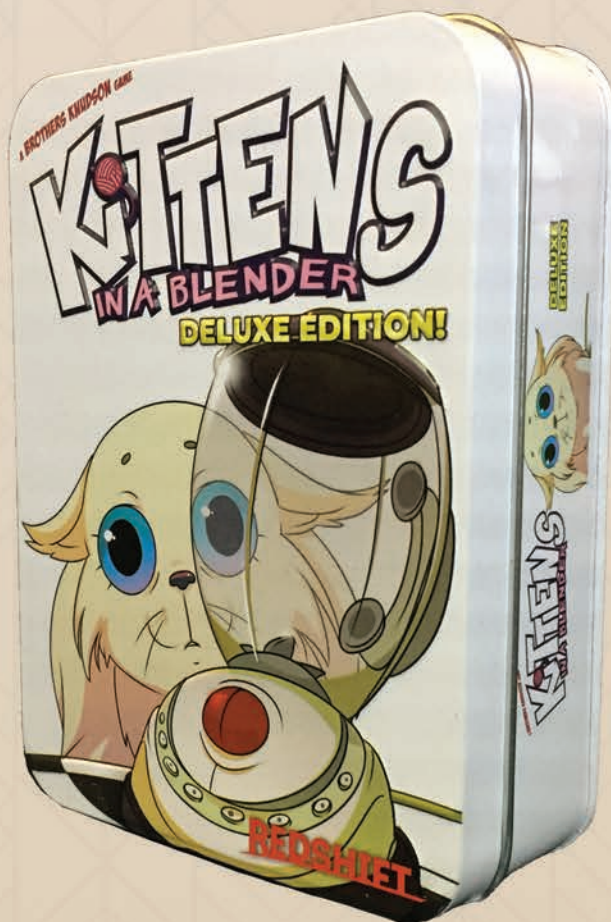
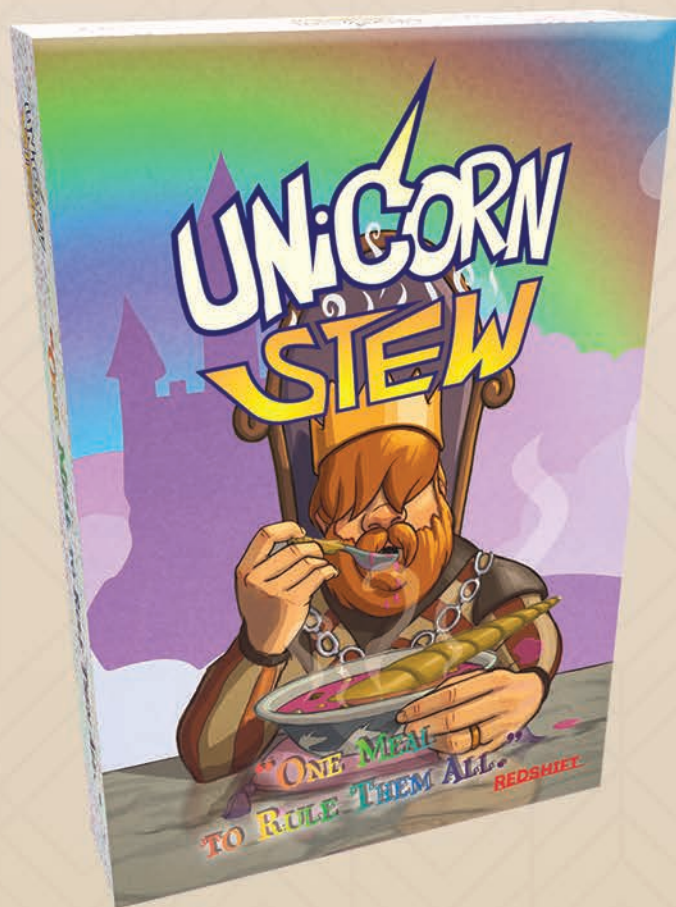
This review barely scratches the surface of the amount of treachery and bloodlust that is in this game. If you love intrigue and gladiatorial combat, then you need to check out this game. For more information on this and other great games head over to [www.gf9.com](http://www.gf9.com) and get ready to rise to power in ancient Rome.

...

*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*







## Greetings GTM Fans!

For our June issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Redshift Games to bring you a fun giveaway!

One lucky winner will a copy of the above games courtesy of the fine folk at Redshift! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on May 25th and will close on June 28th, so don't delay!

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